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The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

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Avalon Hill Philosophy Part 96

The annual madness known as ORIGINS is soon to be upon us once again, and the time seemed propitious to glance ahead to what the convention holds in store for Avalon Hill.

ORIGINS '83 will be hosted this year by the Metro Detroit Gamers. The convention site will be Cobo Hall, Detroit's stunning new downtown convention center. Events will span a warm July weekend (July 14-17).

Avalon Hill games will be, as usual, well represented in the tournament arena. Already plans are being finalized by the Metro Detroit Gamers for competition in *ACQUIRE* and *RAIL BARON*, *SLAP SHOT* (a hit at last year's ORIGINS) and *FOOTBALL STRATEGY*, *KINGMAKER* and *CIVILIZATION*. Fantasy games are here too—*TITAN*, *WIZARD'S QUEST* and *FREEDOM IN THE GALAXY*. For the *SL* fanatics, there will be two competitions (at least), *CROSS OF IRON* and *G.I.: ANVIL OF VICTORY*. And, of course, there will be many of the best players of our *RUSSIAN CAMPAIGN* locked in

furios, silent combat. Other wargame tournaments that have been scheduled include those in *STORM OVER ARNHEM*, *VICTORY IN THE PACIFIC*, *WOODEN SHIPS & IRON MEN*, *WAR AT SEA*, *MIDWAY* and *PANZER LEADER*.

Not to be outdone by the efforts of MDG's volunteer gamemasters, the staff of Avalon Hill will be in attendance to run such perennial favorites as *WIN, PLACE & SHOW*, *SPEED CIRCUIT*, and *GLADIATOR*—all gamemastered by Jim Burnett. Although we will finally lay the AH Classics 500 to rest, vestiges of it will remain in the form of an *AFRIKA KORPS* tournament hosted by Dale Sheaffer. Rex Martin will organize a belated "Demo Derby" for *RICHTHOFEN'S WAR*. And, of course, the favorite *CIRCUS MAXIMUS* will return with four independent qualifying heats for entrance into the Sunday finals where previous race winners will do battle with hand-painted miniature chariots under the direction of *Adventure Gaming's* Tim

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CONQUISTADOR recreates 16th Century exploration and conquest of the New World (North and South America) by the major powers of Europe.

A unique game system enables players to realistically cover great stretches of time in single turns. Acting as Monarch for their countries—England, France, Spain, or Portugal—players must make discoveries, colonize and protect the lands they discover, and obtain riches through gold, trade, and the acquisition of resources.

Each country has a different financial capability, as shown by the level of their National Treasury, depending on the political situation at home as well as the ongoing success or failure of their conquests in the New World. Within the limits of their finances, countries must continually send forth expeditions to explore and maintain existing colonies.

Only historical explorers, English Privateers, and Spanish Conquistadors are available to the players ... explorers like Columbus, Verrazzano, Drake, Pizarro, de Soto, da Gama, Magellan, and de Leon. With these, players must try to be the first to make voyages of discovery to find the Pacific Ocean or Hudson Bay or to follow the Amazon or Mississippi Rivers. Some will also be driven to attempt mythical quests like the search for the Seven Cities of Cibola or El Dorado. But danger is a large part of exploration, and some explorers will never be seen again.

Making life tough for the hardy colonists in the Americas are hostile natives in many areas (even cannibals), rugged terrain and weather, disease, and the other countries competing for their fair share of the land. In addition, a Random Events Table recreates problems at home in the form of political corruption, graft, European Wars, Civil Wars, plague, and royal deaths. The Spanish player will also have to contend with the requirement of maintaining Missionaries in a religious attempt to convert the natives.

This game has a little bit of everything. In the beginning, diplomacy is paramount to allow players to establish footholds in the form of small colonies. As the game goes on, however, disputes will no doubt arise and players may resort to economic or military aggression to take what they need.

Players have both numerous long range and short range options in the game. They can emphasize the mining of gold or the looting of treasure cities. They can colonize and work the land. They can prey on other players' land and riches. **CONQUISTADOR** is a game with little luck and much skill where players are in charge of the destiny, not only of their own countries, but of the New World as well. The player with the most successful country at the end of the game will be the winner.

Basically for two to four players; special versions for five players and solitaire play are included in the rules. A detailed historical simulation that may not be for everyone, but is worth the effort to those who make the effort.

CONQUISTADOR is available now for \$18.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.

NAVAL WAR®

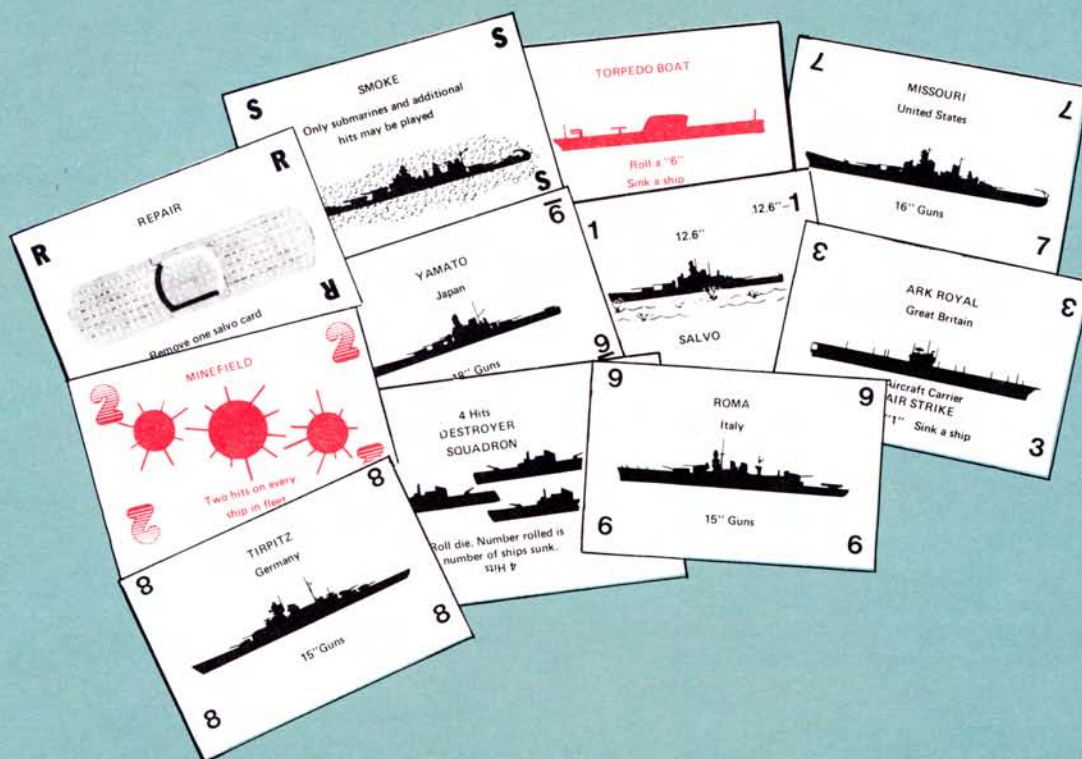
NAVAL WAR is a card game of strategy, skill, and luck that is based on World War II naval combat. Each player controls a "fleet" of warships, and attempts to sink the other player's ships.

The battleships, aircraft carriers, and battlecruisers of WWII roam the seas again! In this unique card game, three to six players command a "fleet" of the world's most feared ships. Drawn from a deck of 54 cards, you might get the Bismark, Gneisenau, Prince of Wales, Hood, Ark Royal, Roma, New Jersey, Enterprise, Shokaku, or even the gigantic Yamato, largest battleship ever used in battle! Using another 108 card deck, you can attack the enemy with salvos from your guns, make carrier strikes, destroyer torpedo attacks, raids by submarines or torpedo boats, or set up minefields.

NAVAL WAR is based on historical data, but is a quick play "beer and pretzels" game rated "1" on the Avalon Hill complexity scale (1-easy to 10-hard).



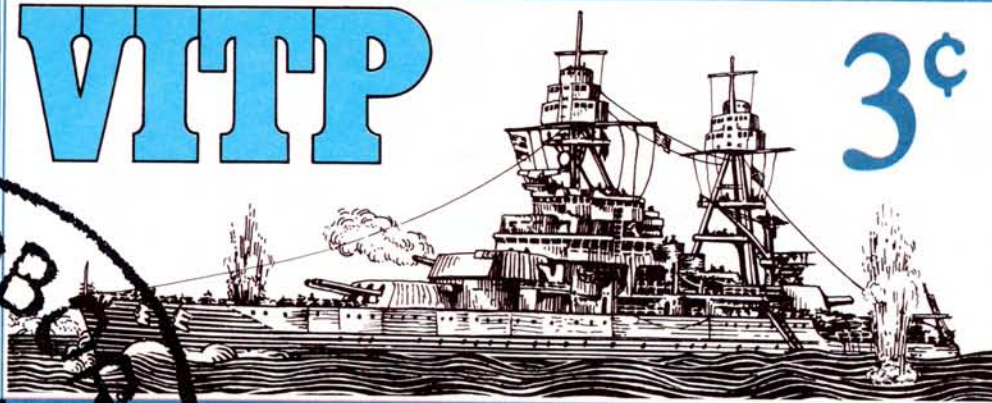
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VITP

3¢



Play by Mail with Simultaneous Movement

A System for Expanding Enjoyment

By James M. Lutz

Given the recent dramatic increase in interest in this fine game, in its own right long considered a "classic", a system for playing VITP by mail seems especially appropriate at this moment. Simultaneous movement, easily incorporated in pbm play, adds a dimension guaranteed to stretch the mind of any master of this deceptively simple game. Mr. Lutz, one of the preeminent players in the hobby, spent many hours in devising just such a system. The following describes in detail his effort. Immediately after, to present a graphic example of the unique techniques and tactics of the pbm system, is a Series Replay between two experienced players.

VICTORY IN THE PACIFIC is an excellent face-to-face game, and one apparently growing in popularity; but it is also a game that can become even more intriguing and suspenseful when played by mail with the simultaneous placement of patrollers and raiders. The following system for play-by-mail of a nine-turn game was designed to capture the flavor of the Pacific campaigns and retain the fine play balance, as well as limit the number of mailings necessary. With weekly mailings, the game can normally be completed over the course of a year or less, a time span similar to many other games played by mail.

First, the general sequence for the game will be presented. Then the steps will be presented in some detail with commentary and explanation. The special sequence for Turn 1 and the raids on Pearl Harbor and in Indonesia will be discussed (more or less in keeping with the designer's practice) in depth. Some optional rules will be presented for those who like to experiment. Finally, an illustration of the use of a Random Number Table presents a convenient method of dealing with the multitude of die rolls that are necessary in **VICTORY IN THE PACIFIC**.

Basic Sequence of Moves

There are five basic steps in the move sequence for Turn 2 through Turn 9. These activities are undertaken simultaneously by both players and are mailed at specified dates. Probably the best means of determining the dates for mailings is to agree to either a specific day of the week (Monday or Thursday for example) or to a standard time interval (say, every five days discounting Sundays and national holidays).

1. Dispatch patrolling ships *and* place all land-based air units.
2. Dispatch raiders *and* marine units.
3. Initiate combat in all contested areas for the first round of combat. Submarines are also placed and can fire at this point.
4. Initiate subsequent rounds of combat until control of all areas is resolved.
5. Return all surviving ships at sea to ports or bases simultaneously and determine POC gains or losses.

1. & 2. Placement of Patrollers and Raiders

The first step is for both players to send out their patrollers, including the land-based air. Speed rolls will have to be indicated for ships moving beyond their automatic ranges. Any repairs that are being undertaken in port are also noted at this time. Marine units that were used or sunk in previous turns and are returning to action are indicated as raiders in the ports at which they appear. The placement of the land-based air units at the same time as patrolling ships are sent to sea has the advantage of saving one mailing and thus speeding up the game. It also proves an advantage for the weaker side—the Americans early in the game and, presumably, the Japanese toward the end. Both sides have to guard against the appearance of land-based air in their respective backyards. Thus, forces are either diverted to protect key areas (perhaps needlessly) or the loss of important POCs is risked. Japanese deci-

sions on Turn 2 for the defense of Indonesia and the Marianas are greatly complicated since it is no longer possible to simply react to Allied placements. Decisions on the utilization of land-based air later in the game by the Allied player are similarly complicated.

Once the patrollers have been placed, each side simultaneously dispatches raiders, with speed rolls if applicable, to sea. Marine units are also sent to sea at this time. Thus, the stage is set for the combat rounds. Sending the marines to sea at the same time that the raiders depart again eliminates the need for a separate mailing. It also provides an advantage to the American player since marine landings are an essential means for driving the Japanese back from their conquests. In face-to-face competition, the American often must telegraph his intentions in many cases by the placement of marine units, permitting the Japanese to respond with substantial numbers of raiders. Often the marines are left to their devices (sinking) while the surface ships occupy themselves in safer locales. With the placement of the marines *with* the raiders, the American has the opportunity of initiating early assaults on bases. Since the American player has lost the advantage of moving second, the sequence for marine placement helps to redress the balance for the American side. In addition, in the actual island-hopping campaigns of World War II, the Japanese often knew that an American invasion force was going to strike, but they were not always sure of the specific target. (Of course, in the face-to-face game the placement of raiders may reflect more Japanese reactions to invasions than other considerations.)

After all the patrollers and raiders have been placed, the combat situation will usually be quite different from that which occurs in face-to-face play. Rather than massive battles between combined fleets or the descent of the combined American fleet on the weakest link of the Japanese perimeter or isolated units, there often will be numerous actions in many areas—usually between small forces on both sides. Both commanders may

be tempted to send out a few raiding units to attempt to negate control by a small patrolling force. Separate task forces may become advisable thus duplicating major campaigns that historically occurred nearly simultaneously in various parts of the Pacific Theater. Traps may be baited with small patrolling forces that will be reinforced by raiders, although an opponent's move may force a last minute change in plans. On the other hand, rather than a trap, the bait may simply be a bluff in that raiders will not reinforce the patrolling force. Thus, not only does that possibility of combat in many different areas exist, but the game takes on a certain psychological aspect as one player tries to predict or second-guess his counterpart commander. The result is not only a more realistic deployment of forces, but a more exciting and nerve-racking game. Definite anxiety attacks can occur as you wait for the letter detailing your opponent's disposition of his raiders (or even his patrollers in some cases). Has he struck at your weak link? Did he call your bluff? Will he overwhelm a small, but vital, task force? Did he take your bait? Have your raiders caught a small portion of his fleet?

3. & 4. Combat

As opposed to the face-to-face game, combat takes place simultaneously in all sea areas where there are enemy forces. After the orders for raiding units are received, each commander prepares battle orders specifying targets for his forces. He also indicates his preferences for day or night actions. Such preferences will receive the appropriate modifiers for control on the previous turn or for the preference for an air action. Each commander must, of necessity, prepare orders and targets for both types of actions where there is a possibility of either a day or a night action. The necessary "die rolls" can result from any normal method such as the use of stocks—although the use of a random number table (see Page 10) is perhaps the best and easiest method since it eliminates reliance on newspaper reports and the numerous "divide-by-six" efforts. Battle orders will also include the landing of marines, provided they survive the preceding air or surface action. If marine units for each side land at the *same* base simultaneously—that is, after the *same* combat round—the base does not change hands and land-based air present can continue to use the base. Henderson Field, after all, continued to operate even with Japanese landings on Guadalcanal since the Japanese landings were offset by the arrival of American reinforcements. If one side loses its only pre-existing base in one combat round (Lae, for instance), but secures another at the end of the *same* round (the Philippines, for example), the land-based air units of that side are considered to have lost their base facilities and cannot participate in any further combat. At the conclusion of the first round of combat, a new set of orders are prepared by each commander. These new orders, as well as subsequent ones, will also detail the returns of ships that were disabled in the preceding round of combat. Discussed below are some specific issues related to the combat rounds.

Submarines. The I-Boat and the F-Boat, since they represent the submarine fleets in abstract, are placed on the first round of combat. The opposing players need not know their placement prior to this time since there is no defense against their modified shots. The owning player will list his modified shot on the battle orders along with his other attacks (see the accompanying illustration for an example). Since the submarines take their shots after the initial air or surface action in a given sea area, the owning player should provide a priority list of targets, as some may have been sunk or disabled in the previous action.

Illustration of Battle Orders

Japanese Player—

Preference—

South Pacific: Surface

Indian Ocean: Air

Attacks (One Round of Combat)—

South Pacific	22AF vs. RAAF	3
	23AF vs. 11AF	3
	Sasebo Marines land at Guadalcanal	
Indian Ocean	Hiryu vs. Australia	3
	Hosho vs. Exeter	1
	Maya, Takao vs. Australia	2
	Kongo vs. Exeter	4
North Pacific	I-Boat vs. 1st Marines	1

No Japanese surface craft or land-based air are present in the North Pacific; and Guadalcanal is an American base.

American Player—

Preference—

South Pacific: Air

Indian Ocean: Surface

Attacks (One Round of Combat)—

South Pacific	RAAF, 11AF vs. Sasebo	4
Indian Ocean	Australia vs. Kongo	1
	Exeter vs. Maya	1
North Pacific	1st Marines land at Dutch Harbor	

Dutch Harbor is a Japanese base having been invaded on a previous turn.

Air/Surface Actions. If there is a tie in the die rolls in the preference listing for a combat round, an air—then surface—action results. Only the air action takes place in the round in question with a surface action occurring automatically in the next round. On those occasions when there are no aircraft present and the request is simply an effort to permit speedy craft to escape, such as the Tone-class cruisers, then the attacks listed on the battle orders for a surface action can take place as if the preference were simply a surface action (players should agree beforehand). If a submarine is present, however, its shot occurs after the non-existent air action and constitutes the only action in the first round; the next round of combat in that area is automatically a surface action since retreats cannot occur between a combined air/surface sequence.

Retreats. Primarily in order to speed up the game, a different retreat rule is used with the mail system. When one player breaks off action, he informs his opponent in his battle orders that he is withdrawing in an area and no combat takes place in that sea area during the present turn. He can retreat his ships in as many groups as he desires at the speed of the slowest ship in each group. The opposing player may then take one round of "free" shots (no return fire) with all ships that are fast enough to pursue the targeted group(s). Carriers may only use their air factors or surface factors, not both. Pursuing surface craft may not attack carriers until all screening craft in that group with the carriers have been engaged. Pursuing carriers can launch aircraft at any craft they can match or surpass in speed. Any of the retreating ships that survive the withdrawal and ships disabled by the pursuit then return to an eligible port or base of the owning player's choice. At times the opposing player will be able to predict the possibility of a retreat and can include a set of battle orders for pursuit as well as air and surface actions. If, however, the retreat is in some way different so as to make the pursuit inoperative, the pursuit will take place in the next combat round in an appropriate form. In the unlikely event that both sides decide to withdraw at the same time, there is no pursuit by either side.

Air Raids. Unlike the face-to-face game, air raids will not be a frequent occurrence in the play-by-mail system. Carrier aircraft may immediately attack units in adjoining ports and bases for two raids if the enemy forces in a sea area retreat. Ships disabled in action elsewhere at the time of the first raid that return to that port or base are subject to the second raid. As in face-to-face play, these air raids can occur in place of (not in addition to) attacks on the retreating ships. When carriers are in an uncontested sea area, they make their two raids at any time during the course of the turn prior to the return of all surviving ships at sea. In effect, these air raids may be the last two rounds of combat. Air raids *cannot* occur when all enemy ships and land-based air units in an area are sunk or disabled. In essence, a fight to the death will effectively eliminate the chance of air raids in most cases. While this rule is somewhat unrealistic, it does speed up the game. It is also necessary in terms of play balance. The weaker side (American early on and presumably Japanese later) would be at a tremendous disadvantage and would run the risk of having major fleet components sunk in port since all action is simultaneous. Since the Allied side is the weaker at the start, the limitations on air raids ultimately help this player more. Too, disastrous raids on Ceylon are no longer as likely—again an aid to the American player who has now lost his advantage of moving after his opponent. The Japanese also gain, for without this limitation, Truk could easily become untenable, and the advantage of its central location as a major base would be lost (or at least reduced).

Conditional Orders. Conditional orders have already been mentioned in the discussion on submarines. They are also possible and legal for the marine units since they land after combat, but are listed as part of the combat sequence. For example, American marine units may choose not to land if a patrolling Japanese land-based air unit in the Marshalls has not been eliminated and no American carriers remain (control of the base would revert if the Japanese controlled the Marshalls on the previous game turn). Landings can be conditional

on whether an air or surface action occurs since the chances of control might vary significantly. In some circumstances it might be advisable to gamble on being able to at least negate enemy control since continued waiting in the open sea would increase the chances of being disabled or sunk.

Rules To Avoid Controversies. If a random number table is used similar to the example presented, some rules are necessary. First, if a preference for action in a sea area is requested, even if there is agreement between both players, a number or roll is assigned. Should a preference be requested by "accident"—automatic surface action occurring, a retreat, or no forces in contact—a number is still assigned, although the results of the preference are ignored. Second, once the preferences have been determined, eliminate all rolls for inoperative attacks such as surface shots if an air action has been the result of the preference. This procedure not only saves work, it also limits the chances of missing a number from the table and getting the results out of synch. Third, if a disagreement over results in the previous round is obvious in the current combat orders, ignore the present orders. Recheck your results and assume your opponent is doing likewise. One of you should find the error, permitting you both to mail a corrected move on the next scheduled date. [Actually, phone calls inevitably work much better.] If there is a discrepancy in the move mailed and the copy kept, the move that was mailed is the authoritative one. Finally, if a mailing is missed or the Postal Service loses a letter (unlikely as that is), a phone call is usually essential, although a query can be sent by mail.

5. Returns After Combat

After combat is finished in all areas, the surviving ships have their returns specified. Since the return voyages are simultaneous, none of these ships will be subject to air raids. Thus, a major Japanese advantage in the face-to-face game disappears. Often the returns can be pre-specified during earlier combat rounds and a separate mailing need not be necessary. If, however, either player requests such a mailing, it must be included.

The First Turn

As in face-to-face play, the first turn of the game is handled a little differently—particularly since the Allied player only has four cruisers available to move. Both players send out their patrollers; the Japanese player specifies the ships included in the Pearl Harbor raiding force. He can also conduct his first raid on Pearl Harbor, and even Indonesia if he has no carriers on raiding status (making the assumption that the Allied player will be wise enough not to send any of the cruisers to a watery grave in Indonesia), thus saving additional time-consuming mailings. Raiders are then sent out, including the I-Boat. The Japanese player may also now conduct his second raid. On whichever mailing the second raid is conducted, he must also state his intention to stay in or depart the Hawaiian Islands. Also, on this mailing, provision must be made for the appearance of the *Location Uncertain* carrier forces. Either stocks can be listed or the random number table used for this purpose. After the second raid and the appearance of Groups W, X, Y and Z, any remaining combat is conducted as in other turns—including specifications of preferences for air or surface action. If the American decides to fight in the Hawaiian Islands on Turn 1 and the combat lasts for more than two rounds, the normal retreat/pursuit option is *not* in effect since the Japanese forces must withdraw. Instead, the normal retreat rules are relevant as in the face-to-face game; if the Americans pursue, they must also fight.

Nine-Turn Game

Given that the Allies have lost the advantage of moving second, the nine-turn game is definitely necessary for play-balance. Do *not* give the Japanese four POC for control of the Home Islands, but rather only three. In compensation, permit the Japanese player to gain more than a 29-POC total lead. Otherwise, Allied fleets may simply hide in the early turns, defending key areas if they must, generally waiting until Turn 6 to launch a massive counteroffensive. With the chance of the Japanese total POC exceeding twenty-nine, the Japanese player will have an incentive for dispatching raiders to attempt to negate Allied control and POC gains in some areas each turn; and the American player will have a strong incentive to undertake an occasional aggressive, if considered, offensive operation. Given the fact that the placement of land-based air units occurs with the placement of patrolling ships, the Kamikaze rule is difficult to use—so it is dispensed with. Kamikazes were a desperation measure in any event, and the flow of the game may not dictate such an action on the part of the Japanese commander.

Optional Rules

Various options suggested in the game rules or previous *GENERAL* articles can, of course, be used by mutual agreement. Giving Singapore one repair point, for example, would be reasonable given the nature of the base and its facilities. Use of kamikazes might even be left open to the Japanese player, but such an option will require extra mailings or phone calls before battle orders could be written. Two other options are available for the simultaneous movement game for those who desire to recreate the "fog of war". The submarines could *always* be placed with other raiding forces, not just during Turn 1—thus leading to the loss of the guaranteed shot by submarines. Also, the first preference for combat in the various sea areas could be made and sent with the mailing of the raiding forces. This option, of course, requires each player to specify or guess a preference for all areas where he has or will have forces and which can be reached by the forces of his opponent. Such an option favors the stronger side, since one player can always guarantee a preponderance of air or surface units in at least some areas, leaving the weaker side at some disadvantage. If one feels that the retreat rule is too lenient on the defeated side, an attack bonus (in addition to existing bonuses) can be given to the pursuing ships. The retreat rule for the face-to-face game could also be used, but its inclusion will lengthen the game considerably. Finally, the use of air raids per the game rules is an option that can be utilized by mutual agreement, although it will definitely affect play balance.

Conclusion

The system above should supply an exciting and quite different version of the classic *VICTORY IN THE PACIFIC*. Where no mention of existing rules has been made, these are assumed to be the same as in the original game rules. Simultaneous movement and guesswork will open up numerous strategic and tactical possibilities that are not present in the face-to-face game. The play is particularly tricky against an opponent never played before since one will have no idea of his level of caution or aggressiveness or his strategic planning—and relatively little time to learn. For more pointers on play of this version, turn to the Series Replay in this issue; these expert players can provide the reader with more hints and insights than I could hope to.

One final related comment seems appropriate. For those who believe in the "TKO-in-3" strategy advanced by Alan R. Moon (Vol. 17, No. 4) or a major Japanese offensive to capture Pearl Harbor

on Turns 2 and 3, the simultaneous movement system would appear to make these propositions even easier to realize. For alternative flexible responses rather than predictable behavior my "Pearl Harbor Defended" (Vol. 18, No. 2), O'Connor's "The Maniacal Approach" (Vol. 17, No. 6) and "Another Country Heard From" (Vol. 17, No. 6) by Grady Hendrix give some viable options for the Americans that are also relevant for use with simultaneous movement. With the nine-turn game, the American commander may even be able to risk his carriers in defense of key areas and still win the game.

I believe that this play-by-mail, simultaneous movement approach is *the* way to play this fine game. For those with questions on the system, please write (including a SASE of course) James M. Lutz, 2401 West Broadway, Apt. 311, Columbia, MO 65201.

The following list provides a handy check for the numbers that players will need in the pbm version of *VICTORY IN THE PACIFIC*, remembering that both players *must* provide the numbers:

Turn 1

1. Placement of Patrollers: Japanese speed rolls (Japanese attack and Japanese damage for first raid if undertaken at this time)
2. Placement of Raiders: Japanese speed rolls (Japanese attack and Japanese damage for second raid if undertaken at this time and location Uncertain Groups with Group W receiving the first roll, Group X the next, and so forth)
3. Raids: as above if not undertaken earlier
4. Ensuing Rounds of Combat: Allied Preference; Japanese Preference; Allied attack and damage; Japanese attack and damage

Subsequent Turns

1. Placement of Patrollers: Speed rolls for both sides (Should you dispatch no ships needing speed rolls, you can eliminate your own number but must provide a number for your opponent.)
2. Placement of Raiders: As in the above Step 1
3. Combat Rounds: Allied Preference; Japanese Preference; Allied attack and damage; Japanese attack and damage

The above system for use with random number tables supplies a quick and reliable method for determining die rolls with no chance of error. For those suspicious of their opponents, it eliminates the chance of skulduggery. Thus, barring material being lost in the mail, the system works very smoothly. In conclusion, it might be added that the system would also be effective for other games by mail requiring numerous die rolls, including those with simultaneous movement or simultaneous fire (such as *WOODEN SHIPS & IRON MEN* or *SUBMARINE*), those with certain die rolls dependent upon earlier die rolls (such as *THIRD REICH*), or simply as a convenient means of dealing with tedious activities (such as the scattering of the German paratroops in their landings in *AIR ASSAULT ON CRETE*).



Random Number Table

For The Play-By-Mail System of *VICTORY IN THE PACIFIC*

In a play-by-mail game of *VICTORY IN THE PACIFIC* with simultaneous movement and combat, it is essential that all die rolls agree for both players. For the second round of combat in any turn, both players *must* have the same results for the action of the first round or their orders can have no relation to reality. Since newspapers have been known to report different stock results, generating disagreement and controversy, an alternate system is highly desirable—one freed from reliance upon a non-game component (in most cases, the local "rag"). A *Random Number Table* proves the ideal method. It also permits a much quicker resolution of die rolls than the use of individual stocks. Once a starting point is determined, a player begins with this first number and simply follows the rows listing the "die rolls" for attacks, damage, speed rolls and all other variables.

Perhaps the simplest way to arrive at a starting point on the table, such as the accompanying one used during the Series Replay that follows, is for each player to provide a two-digit number for each category of possible rolls, and then multiply the two numbers. The number that results can then be used as the first "die roll" and is the starting point for all subsequent results. A few examples will suffice.

In the case of Japanese speed rolls for patrollers on a given turn, the Japanese player would provide a list of ships making speed rolls, and he would also provide a two-digit number of his choice (say, 45) to multiply with the number mailed with the American patrollers by his opponent (for example: 81). The resulting multiplication yields 3645. Only the last three digits are used—645. The first digit of the number indicates the table to be used—here *Table 6*. The second identifies the row (*Row 4*) and the third indicates that the fifth number on that row will be the first die roll. Thus the first speed die roll is "1". The second roll is the next, sixth, entry on this row, and so forth. If the Japanese player had the following four ships listed as attempting speed rolls, the results would be:

Ship	"Roll"	Result
Zuiho	1	Patrols
Ise	4	Raids
Fuso	1	Raids
Kongo	2	Patrols

If two other numbers supplied had resulted in 1530—the fifth table, third row, and last number—all four ships would have passed their speed rolls (with 2, 3, 3, 3).

For combat, both players again provide two-digit numbers in their mailings for the preferences for both sides, for the attacks for both sides, and for damage by hits scored by both sides in the following fashion.

Japanese Player	American Player	Result
Jap. Preference—28	Jap. Preference—46	1288
Am. Preference—59	Am. Preference—72	4248
Jap. Attacks—32	Jap. Attacks—14	448
Jap. Damage—63	Jap. Damage—72	4536
Am. Attacks—81	Am. Attacks—98	7938
Am. Damage—23	Am. Damage—30	690

The results for the Japanese attacks for this hypothetical round, ignoring any inoperative attacks that might have been listed for each side and assuming an air action in the Coral Sea and a surface action in the North Pacific, would be:

Sea Area	Attacker	Target	Attacks	Damage	Results
Coral Sea	Hiryu	Enterprise—3	6 1 5	3 6	sunk
	23 AF	11 AF—3	1 2 5	—	—
	24 AF	13 AF—3	6 2 4	5	sunk
North Pacific	Atago	Chester—1	4	—	disabled
	Ise	Nevada—4	3 6 3 3	6	sunk
	Kongo & Tennessee—8		3 1 4 6		disabled,
	Hiei		5 3 6 3	2 3	damaged 5
	Nachi & Salt Lake—2				
	Takao		1 6	3	sunk

The results, in this case excellent for the Japanese player, indicate how the tables are used for a combat situation.

A few comments on the use of the tables are necessary to avoid confusion. If the "0" (tenth) entry on the "0" (tenth) row of a table is reached and more results are needed, merely continue with the first row of the next table. If the last entry on the tenth table is reached, proceed to the first entry on Row 1 of Table 1. If the result of the multiplication yields only a two-digit number, such as 08 (a legal two-digit number selected by a player) times 11, the first digit is assumed to be zero, indicating that the tenth table is used. It should also be noted that "00" is not a legal number to select since it would insure a specific starting point—namely 000.

An alternative method of achieving the same results for the use of these tables for those who do not like to multiply or [heavens!] have a calculator would be for each player to supply a three-digit number and then *add* the two numbers together. If a four-digit number were the result then, as before, only the last three digits would be utilized.

RANDOM NUMBER TABLE

TABLE 1

1) 5212242632
2) 2536466633
3) 4444466115
4) 6563353243
5) 2213113362
6) 4536454316
7) 5143441652
8) 5136134355
9) 2143524441
0) 5551221514

TABLE 2

1) 6445622555
2) 3642314365
3) 3664145216
4) 3122135334
5) 5245116613
6) 3421523525
7) 5121423112
8) 4545234331
9) 6226531524
0) 5312165425

TABLE 3

1) 5563132631
2) 5236462612
3) 2623624313
4) 6461242252
5) 2254232255
6) 4446454313
7) 3423225622
8) 5221525642
9) 6556136253
0) 1256221626

TABLE 4

1) 1221323651
2) 1511326512
3) 4434151233
4) 5242155615
5) 1256244363
6) 3314653631
7) 6536643216
8) 6612431233
9) 2645246453
0) 4164211613

TABLE 5

1) 5451415462
2) 6356446416
3) 1232336562
4) 3335534562
5) 4362435433
6) 5134621564
7) 3512224112
8) 3425315556
9) 3345611326
0) 5153162225

TABLE 6

1) 1422533614
2) 4412622114
3) 5556625235
4) 5546141224
5) 5643323343
6) 4553615153
7) 4615461323
8) 3146352121
9) 1161151531
0) 1362262636

TABLE 7

1) 6524542266
2) 3431635536
3) 6112322325
4) 6532561566
5) 1515635564
6) 4362351516
7) 5342314255
8) 5164633111
9) 2112642165
0) 5466321124

TABLE 8

1) 5123331651
2) 2323446324
3) 6114324653
4) 3561614136
5) 2463312136
6) 1266344356
7) 3515353126
8) 2552331143
9) 2626124624
0) 2454251163

TABLE 9

1) 5432235614
2) 3124643232
3) 2366131516
4) 3653625644
5) 3511636564
6) 2562643666
7) 2355315125
8) 2224633236
9) 3254166631
0) 4253164554

TABLE 0

1) 5636326242
2) 3624135324
3) 3416312343
4) 2424346454
5) 4354133365
6) 4124233346
7) 1663631365
8) 6234411435
9) 4626146652
0) 5634163441

VICTORY IN THE PACIFIC

Allies: David Sinay
Japan: Steve Resman
Commentary: James Lutz



This Series Replay utilizes the PBM system described in the preceding article. All standard rules mentioned were in force throughout the game, and no optional rules were included. The Random Number Table was used to resolve speed rolls, attacks and damage (although the mechanics of the derivations will not be presented—only the results).

The present replay should be an interesting one. Both Mr. Sinay and Mr. Resman know the system being used (having helped iron out many of the initial problems) and have at least two pbm VITP games under their belts. They have played one game against each other, but with opposing sides. Thus, they have some idea of the strategies that the other may employ (limited intelligence reports on the strategic and tactical doctrines employed by the opposing CIC, if you will), although there are distinct differences in playing each side, even for the same player. Dave has a preference for the Allies, and Steve prefers commanding Imperial Japan forces—so both have the side they feel most comfortable with for this replay. Both players have demonstrated at least an occasional willingness to be aggressive in previous games, and both are willing to gamble at times. This active style of play should lead to a more fluid and eventful game, well suited to play-by-mail methods.

TURN 1

JAPAN, AFTER MOVEMENT: Nothing fancy this turn. All fleet units are committed to either the patrolling forces or the raid on Pearl Harbor. My main objectives are the destruction of Allied air power in the Hawaiian Islands and Indonesia, the control of the Central Pacific, and the sinking of as many heavy US fleet units as possible—in that order. In Indonesia, the first strike will take place against Allied seapower. The second strike will be against the air unit. In the Hawaiian Islands, the first strike will hit the air units along with the valuable cruisers. Results from this strike will determine the targets for the second strike. The 5AF and the 7AF must be destroyed to prevent them from participating in the defense of Midway or other areas come Turn 2.

The Central Pacific is probably more important to the Japanese than the destruction of the air units. It must be controlled by the Japanese on Turn 1. Besides being the only corridor to the Japanese homeland, the scheduled capture of Midway by encirclement could be delayed if control is lost on Turn 1. Failure to control the Central Pacific in Turn 1 would also delay Japanese expansion in other areas. Hence the stripping away of one attack carrier and one light carrier from the Pearl strike force is justified. These forces are added to the *Hosho* and her consorts and supported by the *I-Boat*. The IJN should be able to fend off all but the largest of US forces that could show themselves. The *Yokosuka* marines could almost insure the capture of Midway on Turn 1, but they will be more valuable and threatening by being based at Truk on Turn 2. An early invasion of Johnston Island, the New Herbies, Port Moresby, or Guadalcanal will all be possibilities, something that will not be

overlooked by the Allied command. Because of this series of threats, he will not be able to adequately defend Midway and the Central Pacific come Turn 2.

Nothing else to do now except to wait for news from Pearl Harbor and Indonesia.

ALLIES, AFTER MOVEMENT: Very strange opening! I do not understand the massive force in the Central Pacific. I sent my raiders to "safe" areas rather than risk the cruisers.

NEUTRAL COMMENTS, AFTER MOVEMENT: Turn 1 is not greatly different with the pbm system. As a result my comments are rather conventional. The Japanese opening is a rather cautious one. I think that Steve overcommitted to the Central Pacific. I agree that it is a key area to control on Turn 1 and that the *Hosho* is best placed there, even supported by the *Zuiho* or *Ryujo*. The *Kaga*, however, could well sink a battleship or two, or at least keep them out of action for a couple of turns pending repairs. Those extra battleships will make Japanese patrolling and raiding decisions more difficult, and they may ultimately come back to haunt him. The absence of surface craft in Indonesia will permit the *Prince of Wales* and *Repulse*, if still afloat, a chance to escape after the air raids if a surface action occurs. One or two ships from the Central Pacific, Marianas, and Japanese Islands could make a big difference.

The Allied player has nothing to do except watch. Dave did not use the Australian cruisers to ensure control of the Coral Sea and the US Mandate against an *I-Boat* shot, but for the Japanese the potential shot at a scare carrier may be more tempting than the possible loss of 2 POCs to the Allied player. One cruiser, however, should have been sent to the Indian Ocean to ensure Allied control. A +1 to the die roll for preferences could be important on Turn 2. An assault on Port Moresby by the Japanese on Turn 2 would also be more difficult since Allied control of the Coral Sea and Indian Ocean on that turn could negate a successful landing (or more probably require a larger commitment of Japanese forces since the Japanese player can usually accomplish any one goal on Turn 2).

THE BATTLES: In Indonesia, the 5AF and *Repulse* are sunk and the *Prince of Wales* is damaged. It manages to escape when Dave wins the preference and gets a night action. In the Hawaiian Islands, only one cruiser is sunk in the first two raids. Three battleships are damaged and bottomed. The 7AF survives untouched. The battleships resting on the bottom are finished off in the final two raids when the American fleet withdraws rather than risk an air action with the Japanese raiding force. In the Central Pacific an air action results with both the *Kaga* and *Saratoga* being sunk.

JAPAN, AFTER COMBAT: Whenever the Japanese player loses a fleet unit, he cringes! When that fleet unit is a big carrier, he shudders. After looking at the results in the Central Pacific, I have done the latter. I had hoped that the *Kaga* would survive a one-on-one combat with an American carrier because of its high defense factor, but the

shooting on both sides was too good. There is some compensation with the sinking of the *Saratoga* and securing control of the area, but the *Kaga* will be missed. My eight bonus attack factors in this area may come under fire as being a bit much. The *Zuiho* could have taken the *Kaga*'s place with the same results (except that I would still have the *Kaga*), but I played the Central Pacific for two carriers arriving from the uncertain groups. I was half right!

In the Hawaiian Islands my shooting was average. I have done worse with all eight carriers on the line. My only regret is that the 7AF escaped. In Indonesia my mission was accomplished. All in all, an average turn. I can understand Dave's decision to retire in the Hawaiian Islands rather than risk an air action. He has a good portion of his fleet intact and Turn 2 will tell if he will use it aggressively.

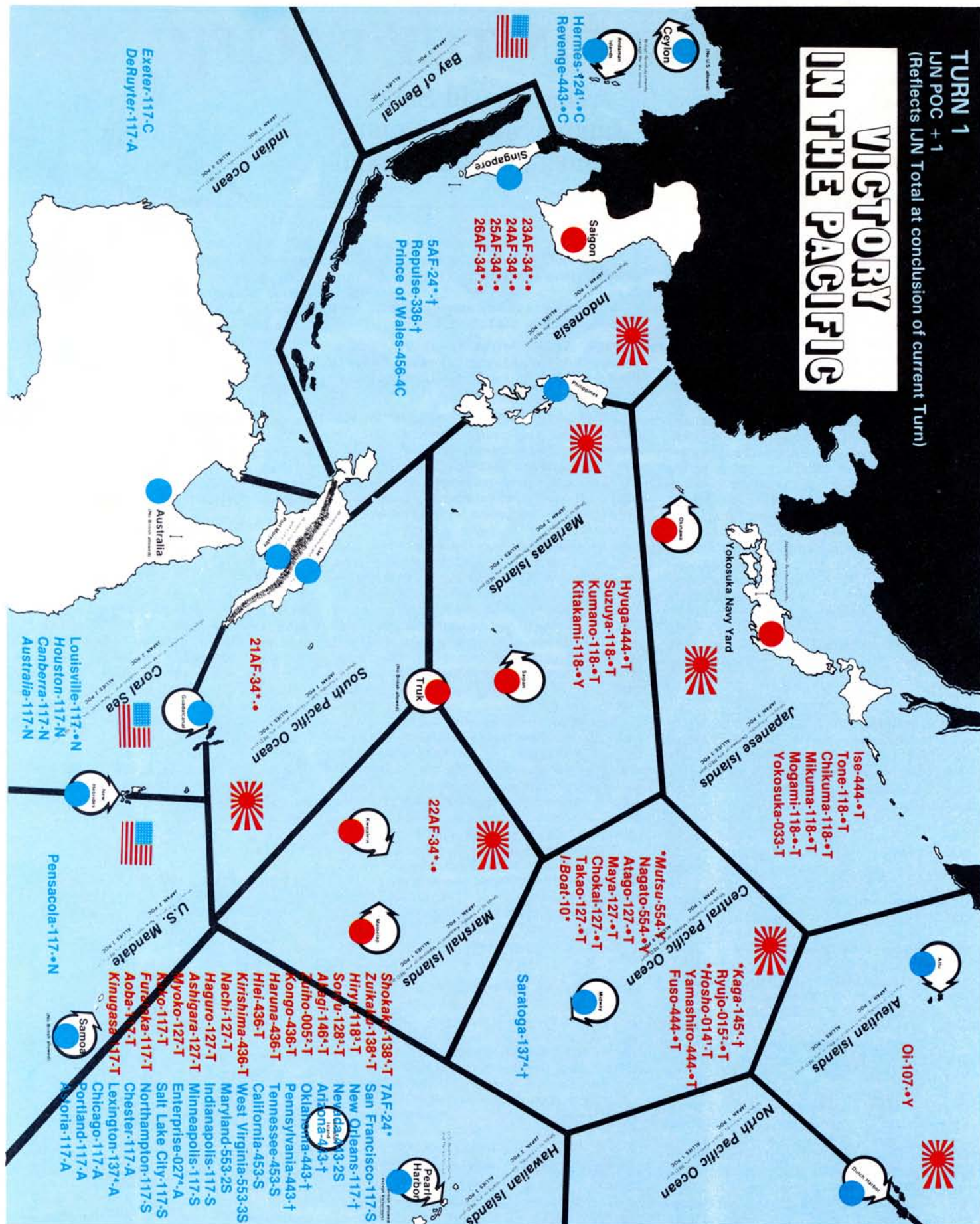
ALLIES, AFTER COMBAT: The American fleet is still relatively intact. A 7 POC lead for Japan is about average. I sent the 2 CVs and some cruisers to Australia to aid the British in threatening Indonesia.

NEUTRAL COMMENT, AFTER COMBAT: I agree that it was an about average Turn 1. The only way the Japanese could have increased their lead was to use the *I-Boat* in the Coral Sea or the Mandate. The *Kaga* was missed at Pearl Harbor (although I also have done worse with all the carriers on the line). The *Prince of Wales* did manage to escape, although it will sit and repair in Ceylon for quite some time. I agree with Dave's decision to retreat in the Hawaiian Islands. Since the *Saratoga* was virtually a sure loss, he could not gamble with the *Enterprise* and the *Lexington*. The return of the two carriers to Australia is good placement as they do constitute a threat to Indonesia.

TURN 2

JAPAN, AFTER PATROLLERS: This turn most Japanese players go straight for the throat—Hawaii. I believe that the IJN can win the pbm game without contesting the Hawaiian Islands—and may try to prove my point here. Since there is no limit to the number of POCs that can be accumulated, a strong, constant attack across the board may be a better and safer strategy than to seek combat as in the ftf game. I hope that the Allies will attack so-called "weak" areas held by one or two air units only to be surprised by reinforcing fleet units and that light carriers can be traded for Allied fleet carriers in battle.

In Indonesia, I place the 25AF and 26AF in hopes of drawing an attack from his CVs in Australia. I could have used the 24AF, but too much strength might have scared him into a defensive posture. I plan to reinforce the area with a CVL during the raid portion. The more combat between his CVs and my CVs supported by land-based air, the better. Because the Japanese are supposed to be aggressive during the early part of the game, he will more than likely take a defensive posture this turn. I expect his forces to show up in the North Pacific and the Aleutians. The bulk of his fleet could also show up in the Hawaiian Islands. I am looking also



Group Z appeared on the West Coast and will appear as Turn 2 reinforcements at Pearl Harbor. Each unit is listed by name, factor, strength at start of turn, and disposition at the end of the turn. Raiders are printed in *italic* type. Raiders which attained that status by virtue of failing a patrol speed roll are further differentiated by an asterisk before their name. Ships under repair have an R before their name. The symbols for final dispositions are as follows: * = Control, † = Sunk, X = Disabled, # = Marine Landing, and numbers equal the amount of damage sustained. All other letters refer to port returned to: T = Truk, C = Ceylon, S = Samoa, Y = Yokosuka Naval Yard, N = New Herbies, D = Dutch Harbor, A = Australia, P = Pearl Harbor, M = Midway, Pp = Philippines, G = Guadalcanal, At = Attu, O = Okinawa, K = Kwajalein, Mp = Maloelap, L = Lae, PM = Port Moresby, Sn = Singapore, Sg = Saigon, Sa = Saipan, JI = Johnston Island, and AI = Andaman Islands.

to find patrollers in the Coral Sea and U.S. Mandate. My mission this turn is to secure Midway and destroy inferior Allied forces either in the north or the south. An invasion of Johnston Island is a possibility.

ALLIES, AFTER PATROLLERS: I did not defend the Hawaiian Islands on this turn since I am sure the Japanese will go for control and any ships or air units would be sacrificed. I am sure that my three air units at Midway surprised him. His not taking Midway with the *Yokosuka* marines on the first turn means he has other plans for them, surely Guadalcanal. My attempted control of the Marshalls was simply an effort to limit access to the Hawaiian Islands. I plan to keep the British on the defensive this turn so that they might remain a threat for a while longer.

NEUTRAL COMMENT, AFTER PATROLLERS: My initial impression of the Japanese placement is that it is not aggressive enough. Some ships should have been sent to the Hawaiian Islands to patrol in an attempt to gain control. Even if one does not plan to capture Pearl Harbor by isolation, the IJN can control easily on Turn 2. Such control would also have the advantage of bottling up the two marine units on Turn 3. Japanese patrolling ships should at least have been sent somewhere! The 21AF in the Marianas is wasted. The Turn 2 carrier reinforcements and the carriers at Truk could respond to unexpected placement of Allied air units, wherever they might be. While Steve is trying to bait a trap in Indonesia, the 21AF would have done more good in the South Pacific or the Marshalls, particularly given Dave's move. Steve's holding back of the fleet, though overdone, does keep Dave in the dark as to where the major strike will be.

Dave's patrolling move worked fairly well. He is obviously trying to safeguard Pearl Harbor. At least a token garrison should have been put in the North Pacific. Two cruisers might be sufficient to hold the area since the Japanese would have to be careful of reinforcements arriving. One should always steal a POC when possible. Steve is obviously concerned with the Central Pacific from his Turn 1 opening. The three land-based air units will serve as a lightning rod for much of the Japanese fleet.

JAPAN, AFTER RAIDERS: A double surprise—he was expecting my patrollers in Hawaii and I expected to find the Central Pacific lightly defended. His defense of Midway forced me to use the *Sasebo* marines in the Central Pacific. The twelve surface ships match the number he can send, and the two CVs and two CVLs provide air support. The *Sasebo* marines are assured of landing with a surface action. I could use the *Yokosuka* marines to take Johnston Island, but this strategy has its drawbacks. I would be "showing my hand", and he will have five or six air units available for defending the area. Any major fleet action that is even approximately equal will ultimately hurt the Japanese. The IJN must whittle down the Allied fleet and at the same time gain a large and steady POC flow every turn. For this reason, I am looking towards the POC rich areas of the Coral Sea and the Indian Ocean. The *Yokosuka* marines have been ordered to secure Port Moresby. Bypassing Guadalcanal is a bit risky (the *Sasebo* marines were to take it on Turn 3), but a base at Port Moresby outweighs the risk. I was going to send a two-carrier raiding force into the Marshalls but changed my mind. Those four units are tempting, but who knows what will show up for the Allies in that area. Indonesia has me a little concerned! If Dave throws his Australian-based forces along with the British into the area, I may be in for a rough time. The *Ryujo* adds some support, but . . .

ALLIES, AFTER RAIDERS: It is always somewhat risky to split the US fleet this early, but I

do not think he is too concerned with the Marshalls. My first choice was to combine the British and Australian-based US fleet for a raid into Indonesia, but I feel certain he will protect against this possibility since his failure to isolate Singapore, Lae, and the Philippines would be a disaster for him. It is likely he will be attempting an invasion of Midway with *Sasebo* marines, thus causing an early retirement of my land-based air. However, I do not think he will send a sufficient supporting force. The British are guarding against any uncontested raid into the Indian Ocean which could limit my returns to Australia. They should be a serious threat next turn when they are at full strength.

NEUTRAL COMMENTS, AFTER RAIDERS: Both sides were guessing. Steve covered himself well for most possibilities. I would not have risked the American fleet in the Central Pacific. A surface action would be a disaster with Midway falling and the cruiser force being decimated. The only consolation is that the Allies could run with limited pursuit by surviving Japanese cruisers (sacrificing the two battleships, if need be). On the positive side, the Japanese were forced to use the marines at Midway rather than elsewhere. A small force could have been sent to the Aleutians, preserving Attu as an Allied base, and the remainder could have supported the Marshalls in style. The British units in the Indian Ocean were necessary to prevent raids on Australia, since a fight to the death makes air raids impossible with the pbm rules. I know that Steve likes to capture Port Moresby. I am curious to see if it will be an effective strategy. Leaving Guadalcanal for Allied land-based air, however, could be a major mistake, particularly since there will be no Japanese marines in the vicinity on Turn 3. Neither side appeared willing, at this stage at least, to feint or bluff. Dave could have left the three air units in the Central Pacific on their own to either attrition the Japanese carriers or run, while using the bulk of his fleet in maneuvers elsewhere.

The two moves in combination well illustrate the uncertainty that occurs with simultaneous movement. While I probably would not have made either move, the two turned out to balance each other rather nicely. Thus, both worked fairly well. The unconcern of both sides with the Hawaiian Islands was surprising. Both Steve and Dave clearly expected something else from each other. It remains to be seen if one gains a psychological edge from this move.

THE BATTLES: An air action came up in the Coral Sea, and the *DeRuyter* was sunk with multiple hits. An air action also resulted in the Marshalls. The 22AF was destroyed at no cost to the Americans. Although the *I-Boat* disabled the *Enterprise*, it was too late to affect the outcome of the battle. In the Central Pacific, the Japanese won the preference, getting a night action, but the American fleet more than held its own in the ensuing gunnery exchange. The *Kongo* and *Furutaka* were sunk in exchange for the *Idaho* and *Houston*. In addition, five Japanese ships were disabled, as were four American (including the other slow battleship). The Japanese also suffered more damage to various ships than the Americans. The *Sasebo* marines, however, landed at Midway at the end of the action. Lacking the support of land-based air, the American fleet retired. Only two Japanese cruisers were able to pursue, the damaged *Atago* lacking sufficient speed, and their shots missed.

JAPAN, AFTER COMBAT: This turn goes to the IJN. All missions were accomplished! My losses in the Central Pacific were offset by the American losses and the securing of Midway and Port Moresby. The Allies got off easy in the Central Pacific where the shooting by the Japanese was unusually bad. But again, I must say that this turn was all Japanese. *BANZAI!*

ALLIES, AFTER COMBAT: At first I was furious over my poor preference roll in the Central Pacific, then elated over the outcome. Considering his massive surface firepower, I was quite fortunate to get away with only the loss of two ships. His lack of speed certainly did not hurt my getaway. My control of the Marshalls will pretty much eliminate any Japanese attempt to patrol the Hawaiian Islands next turn, giving me flexibility. Down 14 POC with relatively minor losses, I feel, is a good position for the Allies at this point. My control of the Marshalls, taking the heat off the Hawaiian Islands, gives me, in my opinion, the overall advantage.

NEUTRAL COMMENT, AFTER COMBAT: Interestingly enough, both sides think they have the advantage at this stage. Turn 2 could have been a disaster for Dave, but he got out of it. Just one of the Japanese fast carriers would have presented Dave with a dilemma in the Central Pacific given the pursuit rules. He could either have stayed and fought and lost half of his carriers (probably in exchanges), or retired and lost one to pursuing aircraft. Fortunately for him, he did not have to make that choice, but the situation in the Central Pacific demonstrates the danger of early gambles for the American since withdrawals in the face of enemy forces are often difficult or costly procedures.

The Japanese POC lead is about average for Turn 2. The Japanese have the advantage of Port Moresby offset by American control of Guadalcanal, area control in the Marshalls, and freedom for the marine units appearing on Turn 3. Under these circumstances, I prefer the Allied position by a slight margin, but the game is still very even. The American advantage would have been enhanced if the carriers from the Marshalls and the Central Pacific had been returned to Samoa instead of Pearl Harbor. From Samoa they could still aid the North Pacific or threaten the Central Pacific and, at the same time, threaten areas to the west more effectively. The Japanese returns could signal a major offensive toward the Indian Ocean and/or the Bay of Bengal.

TURN 3

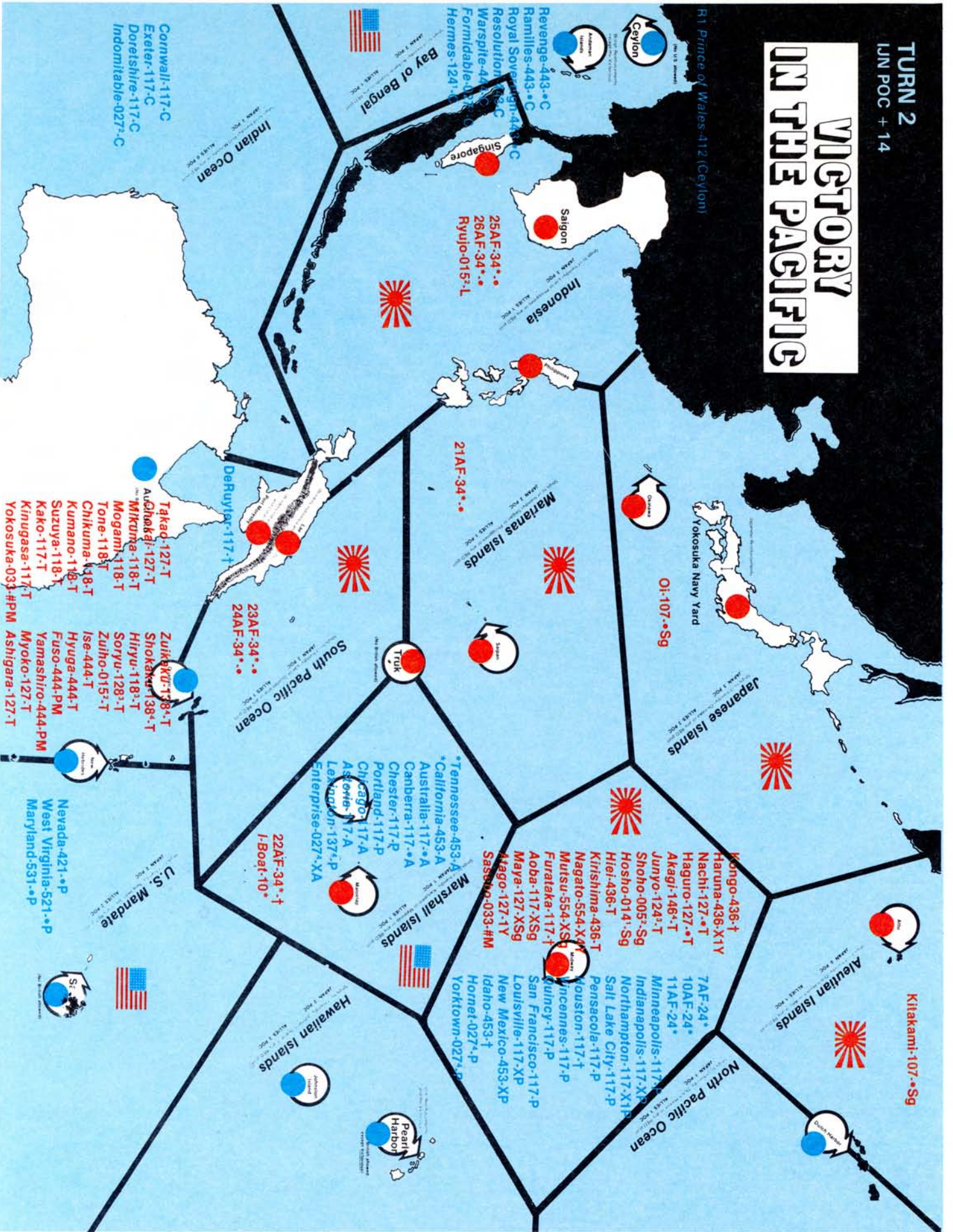
JAPAN, AFTER PATROLLERS: This turn will see the IJN start Operation *DOWN UNDER*, the securing of Australia by the end of Turn 4. To accomplish this task, the IJN has withdrawn air units scheduled for the Marshalls and Marianas areas and based them in the southwest Pacific. Indonesia, the Indian Ocean, the Coral Sea, South Pacific and Central Pacific each get an air unit. The Marshalls and Marianas are left vulnerable to Allied attack. A single cruiser patrols the Marianas, while the Marshalls are left undefended. This turn is a risky one for the Japanese. The Allies have two marine units along with a large fleet at Pearl Harbor. The Central Pacific and Marshalls are both likely invasion sites, but the IJN will do little to stop the predicted invasions, except the Central Pacific will get a CV to reinforce the 25AF.

I will concentrate most of the major fleet units in the southwest. I hope for a major fleet action with all Allied units in the area. It is hoped that the British fleet can be annihilated by Turn 5; coupled with the capture of Australia, this would give control of the entire western half of the board to the Japanese along with its rich POC bonus. The Japanese can then go on the defensive, knowing that its flanks are secure and forcing the US fleet to the confines of the northeast section of the board.

As usual, almost all of the surface units have been kept on raid status. The Allies must be kept guessing as to the IJN intentions for as long as possible. Along with the Central Pacific and the Marshalls, I believe that the Allies will strike Indonesia with the units based in Australia, probably reinforced with most of the strong British fleet at

TURN 2
UN POC + 14

VICTORY IN THE PACIFIC



Ceylon. The Japanese are looking forward to the predicted battle.

A statement issued by Combined Fleet Headquarters at Saipan assures the Japanese people that Operation *DOWN UNDER* will have top priority as long as success is feasible.

ALLIES, AFTER PATROLLERS: His returns seem quite unusual. They do, however, seem to go along with his Port Moresby invasion. It would appear that he intends to patrol the Indian Ocean and Coral Sea with land-based air and possibly battleships. I sent two British battleships to the Indian Ocean just to be sure they make it there for any potential battle. I really only hope to control the South Pacific and Coral Sea since it is in those areas where my raiders can be massed in support of patrolling units. The ships sent to the North Pacific will either get a cheap POC or draw fire, thus relieving pressure elsewhere. In any event, they are expendable.

NEUTRAL COMMENTS, AFTER PATROLLERS: Steve's move was a very interesting one. I am not sure if an effort to capture Australia will ultimately work since Allied land-based air can be massed in either the Coral Sea or the Indian Ocean on Turn 4. While the return of the units to Port Moresby did not necessarily indicate a major effort around Australia, Steve telegraphed his move with the returns to Saigon. Not surprisingly, the Allied air units in the Coral Sea and the South Pacific are well placed to help counter the Japanese move. All Dave has to do is knock down the 24AF in the Coral Sea and Australia is safe until at least Turn 5. The British carriers could accomplish the same result in the Indian Ocean since the 23AF is the only patroller. Since Steve did return surface units to Saigon, he should have placed some patrolling ships in the Indian Ocean and the Coral Sea to increase his chances of control.

The Allies are simply waiting to react. A feint to Indonesia by a couple of British cruisers might have been useful, particularly since Indonesia may have been ungarrisoned. There are finally at least token Allied forces placed in the North Pacific and the Hawaiian Islands. The *Kako* in the Marianas may look like bait for a trap to Dave, so Steve may be able to steal 2 POCs there.

JAPAN, AFTER RAIDERS: I will stick with my plan to isolate Australia, despite the strong patrolling forces he has placed there. I will also raid the Hawaiian Islands. I cannot let Dave think that he can get away with using light patrolling forces in his key POC areas while the rest of his fleet interferes with Japanese operations. His strong patrols in the South Pacific and Coral Sea have left his home areas weak, and for this he will pay. Hopefully his cost will be three BBs and three POCs. Now the *Kaga* is really missed! With her I could have raided both the Mandate and the Hawaiian Islands.

My fleet units will support the operations in the Indian Ocean and the Coral Sea. They should be able to deal with any challenges from Allied forces. I doubt that Dave will reinforce the Coral Sea, and I have sufficient forces to deal with the combined forces based at Ceylon and Australia should they venture into the Indian Ocean. Dave's failure to place patrollers in the Marshalls has convinced me that he will invade Midway. I was tempted to reinforce the Central Pacific. Instead, I have sent just the *Hiyo* to support the air unit. The *I-Boat* will be placed in the Central Pacific if that is where the marine units appear. Hopefully, they can combine to stop the almost certain invasion of Midway.

ALLIES, AFTER RAIDERS: The placement of his land-based air has made it very difficult for me. It looks too easy to negate control in Indonesia and the Marines. Attempts at these objectives could lead to suicide missions. I have decided to maintain

my strategy of conserving my fleet. I believe his intentions are to support his air units in Indonesia and the Coral Sea massively. It is unlikely that he will support the 23AF in the Indian Ocean, so that is where I will concentrate. I do not think he will be expecting me in force in the Central Pacific. There is no need to support my already superior strength in the South Pacific or Coral Sea.

NEUTRAL COMMENTS, AFTER RAIDERS: Steve miscounted the number of possible Allied ships in the Indian Ocean. His forces may be at a slight disadvantage as a result. The *Yamato* should have attempted the speed roll from Japan in any event. Its gunnery would have been valuable, even if Steve had counted correctly. The problems Steve will face are a result of his Turn 2 returns and his placement of patrollers (or non-placement). He clearly had the better of the raiding move. Dave did not challenge the *Kako* or the force in Indonesia, and the POCs for the Hawaiian Islands will be lost. The invasion of Midway may also fail, although the odds are with the Allies. From the comments, it is obvious that Dave is in the dark as to the Japanese goals. Steve, on the other hand, has predicted the Allied moves rather well.

THE BATTLES: In the Central Pacific, a day action occurred in the first round. The *Hiyo* and 2 Marines were sunk and the 1 Marines heavily damaged. The *I-Boat* failed to sink or disable the remaining marine and Midway was taken. In the Hawaiian Islands, an air action also resulted. Two American battleships were sunk, and the other received maximum damage. It was finished off in the second round in a surface action. In the South Pacific, the 26AF was destroyed in the third round of combat, but not before it eliminated the 7AF in the first round and badly damaged the RNZAF in the second. In two air actions in the Coral Sea, the 10AF and 5AF were eliminated after inflicting only slight damage on the 24AF.

The Indian Ocean witnessed a series of actions. The Japanese won the first preference roll and got an air action. The Allies had the better of the resulting melee. The *Ryujo*, *Shoho*, and 23AF were destroyed. The *Enterprise* only got one hit on the 23AF, but scored a "6" for damage. The *Enterprise* was the only Allied ship sunk with the *Chicago* disabled. In the second round, both sides wanted a surface action. The *Astoria* and *Australia* were sunk on the Allied side, and the *Hosho* was lost to the IJN. In addition, two Japanese cruisers and two battleships, one of which was damaged, were disabled. The Allies also had one cruiser and two battleships disabled. The *Mutsu* and *Warspite* also suffered maximum damage in the round; the *Tennessee* and *Mikuma* were also damaged. The fourth round was an air action, resulting in the disabling of the *Zuiho*, the last of the Japanese air cover, and the infliction of maximum damage to the *Illustrious*. Three ensuing rounds of combat, two of them air and the other surface, resulted in no damage to the Allied fleet. The Allied shooting was generally bad—sinking only the *Mogami* and disabling the rest of the Japanese ships present, including the *Mutsu*, which retired for repairs to fight again.

JAPAN, AFTER COMBAT: This turn has to go to the Allies. He has stopped my thrust into the Indian Ocean, secured Midway, and inflicted heavy carrier losses to the IJN. It makes little difference that the carriers lost were CVLs; they are still the most important units next to the fleet carriers. The lost light carriers this turn along with the previous loss of the *Kaga* has crippled the fleet air arm. The air units he has lost this turn will return to fight another day. His excellent shooting against my land-based air was an added bonus for him. I had hoped that my air unit in the Indian Ocean would gain control. But, he scored one hit and the damage roll was a

"6". He did the same in the South Pacific. My bright spot was the successful raid into the Hawaiian Islands which bagged his three patrolling battlewagons.

ALLIES, AFTER COMBAT: Controlling the South Pacific and negating IJN control in the Indian Ocean has to make this turn an Allied victory! And Allied fleet is still intact. His carrier losses will be difficult to overcome. My only regret is that I did not raid Indonesia as I first planned. The coming turn should be interesting, his interior areas all being open to Allied raids.

NEUTRAL COMMENT, AFTER COMBAT: Operation *DOWN UNDER* has failed for the moment, although Steve might still be able to pull it off. If so, the tactical implementation of the plan will have to be sounder. Dave displayed both sound and faulty tactical judgement in the various battles. In the first air action in the Indian Ocean he used the *Enterprise* against the land-based air, giving up the bonus so that the British carriers could engage more of the Japanese light carriers. This decision proved to be the right one given the results. On the minus side, he threw away the 5AF in the Coral Sea in the second air action. Once the Indian Ocean was safe from Japanese control, it was almost pointless to stay another round for two shots since the 5AF faced certain destruction. On the whole, a bad gamble.

The Japanese have some points in their favor for the beginning of Turn 4. Control of the Coral Sea effectively limits Allied fleet concentration. In that regard, Dave's returning ships to Australia limited their potential use. Also, the battles (temporarily) decimated Allied air forces. Three are gone and one is badly damaged. Since the Allies have no secure areas, IJN raiders can appear anywhere. However, Allied advantages are more numerous. The trained Japanese flight crews are beginning to disappear. The loss of the two air flotillas limits Japanese defensive options, particularly since the Americans can use the carriers more freely with reinforcements on the horizon. Guadalcanal remains in Allied hands, although Japanese marines will be reappearing. The Imperial Fleet has been weakened. Finally, the Japanese POC lead is a little small and the initiative is beginning to swing to Dave.

TURN 4

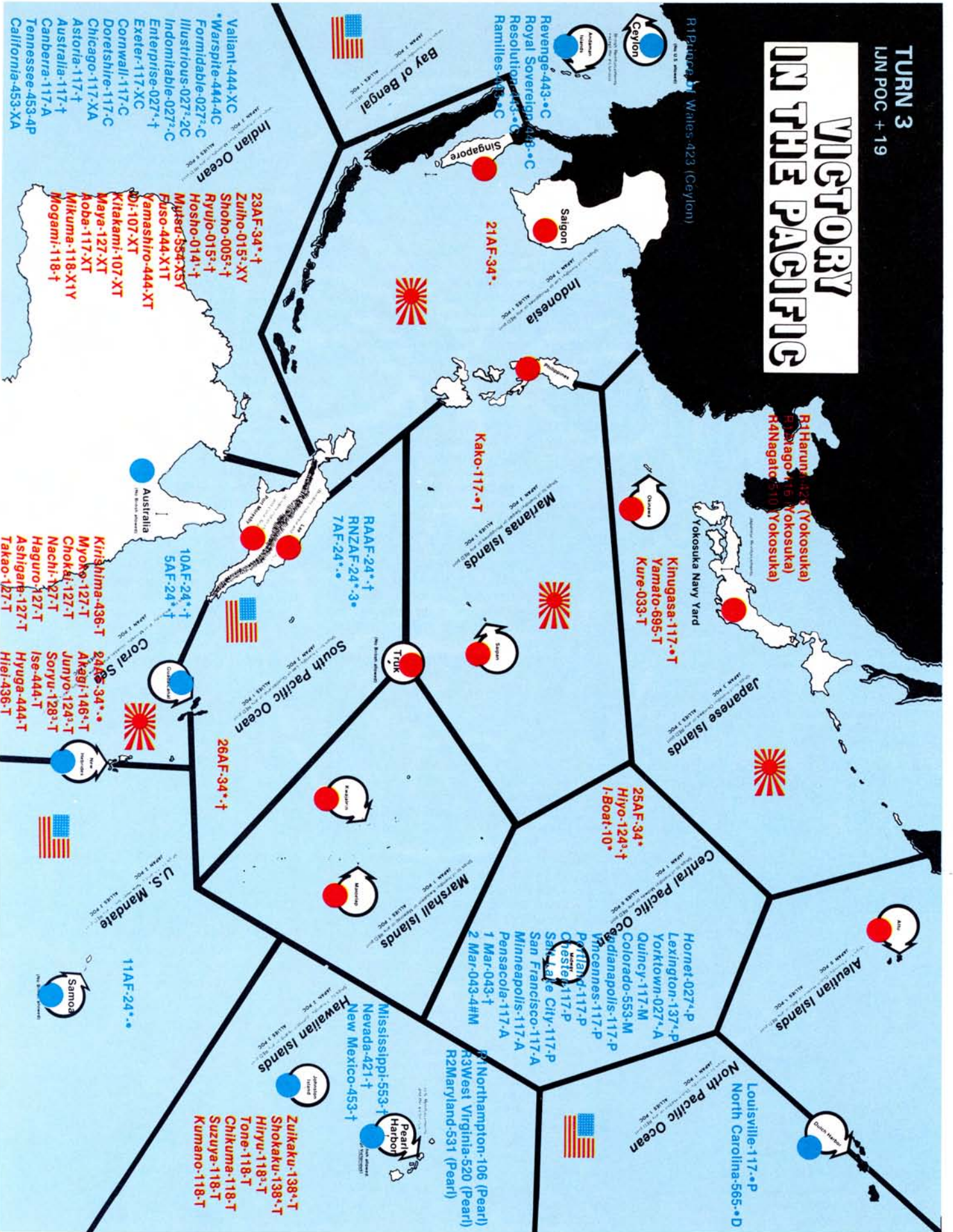
The Indomitable and damaged Illustrious are withdrawn, and the Kure and Sasebo marines reappear at Truk.

JAPAN, AFTER PATROLLERS: Turn 4 will see me still trying to isolate Australia. One air unit in the Indian Ocean and Coral Sea will hopefully accomplish this task. The Japanese Islands and the South Pacific will receive the other two air units. Indonesia will have to be left unprotected. Fast cruisers will patrol the Marshalls and the Marianas. The placement of his patrollers will dictate the IJN course of action this turn. While the isolation of Australia is still a top priority, the capture of Midway to secure the perimeter is also a top priority. But most of all, the IJN needs a major victory over the Allies; and by that, I mean sinking a large number of ships.

ALLIES, AFTER PATROLLERS: I sent the British battleships to patrol in the Indian Ocean again so that I can be assured of their availability should he attempt to control again. The most important area to me is the South Pacific, thus the three air forces. I am trying to get a couple of cheap POCs in the Aleutians and the North Pacific. The combination of his land-based air shortage and highly-accessible interior should leave numerous raiding possibilities. I will thus keep a maximum number of ships back to raid.

TURN 3
JUN POC + 19

VICTORY IN THE PACIFIC



NEUTRAL COMMENTS, AFTER PATROLLERS:

Given his position in the game, Steve's move is probably not aggressive enough. He has to challenge Dave in a key area with his fleet. Japanese control of the Coral Sea gives him an advantage and he must use it. The Hawaiian Islands with its five POC swing and Dave's tendency towards a weak defense might have been an extremely good choice. Counting the Zuiho in Japan, the Japanese had seven carriers available and 25 surface craft (counting only the Haruna in Yokosuka) able to reach positions in the Hawaiian Islands. The Allies had only three carriers and 20 surface craft (those returns to Australia limiting Allied concentration). A group of patrollers, perhaps four in number could have been sent to the Hawaiian Islands. If Dave had used strong land based air in the area, the patrollers become expendable. If not, Japanese control is a real threat. Dave would either have to chance risking his fleet in an unequal battle or give up the POCs. Steve could either support his patrollers in hopes of smashing the American fleet or go elsewhere, letting the patrollers serve as a feint—potentially a successful one if Dave decides to preserve his fleet, as the POC situation might dictate. In effect, Steve could have made his weakness work for him. It would be a tough decision for Steve to support or not and something of a gamble, but his position called for such a move!

On the move as made, Steve again fails to support his patrollers. The single air flotilla in the Coral Sea is unlikely to be enough. Dave concentrates his air forces in the South Pacific where a successful marine landing could send them all packing (as in the Central Pacific in Turn 2). He might have been better off using at least one in the Hawaiian Islands to threaten the loss of one of the remaining fleet carriers. Again, Dave might have sent a British cruiser or two into Indonesia as a safety play against a Japanese pullback.

JAPAN, AFTER RAIDERS: Again he patrols the Hawaiian Isles with BBs and masses his land-based air in the South Pacific instead of the Central Pacific. Unexpected, but all the better for me. I have sent the *Sasebo* and *Kure* marines to take Guadalcanal. The three CVs and 12 surface ships would welcome his Pearl Harbor raiders; these can number only three CVs and nine surface craft. This battle is the type I am hoping for. Let him concentrate on my marines while I concentrate on his carriers. I need to sink ships. The other portion of my fleet is in the Central Pacific with the *Yokoska* marines, destined for Midway. Again, I can outnumber all the surface craft that he can send. I have to admit that Dave has guts by patrolling his home waters with the two elderly BBs, especially after last turn. Give me two of my lost light carriers and I would go in again.

Looking over the disposition of forces, there seems to be a good chance of a major IJN victory this turn, although the securing of Australia is becoming remote. I expect him to contest the Indian Ocean and/or the Coral Sea with carriers. Raids into the Marianas or the Marshalls would almost assure me of taking Midway and Guadalcanal. Any strategy the Allies might try this turn should benefit the IJN . . . unless he strikes the Coral Sea with all his carrier force to break control and/or does the same with the British and Australia based forces in the Indian Ocean.

A comment on the absence of IJN patrollers in Indonesia is in order. The isolation of Australia was the long-term Japanese goal, and I have to adhere to this strategy as long as it is feasible. If I can control the Indian Ocean, I will have lost only 1 POC and will have gained a strategic victory. So, I will sacrifice the tactical for the chance of the strategic; I, for one, think it is worth the try. Therefore, the air flotilla is better in the Indian Ocean than Indonesia.

ALLIES, AFTER RAIDERS: His failure to patrol Indonesia is a complete mystery to me! It makes things a little more difficult this turn, but should open up more options next turn. With my many land-based air replacements next turn, my first priority is to hold as many bases as possible against his marines. Dutch Harbor is not worth sparing my limited resources. Guadalcanal is by far the most important base since its fall would mean the premature departure of my patrolling air forces. Any chance I have of holding it would take my entire Pacific Fleet—with no guarantee of surface or air superiority. I will thus continue with the strategy of preserving my fleet for future offensive actions where my superiority can be assured. His failure to form any contiguous perimeter defense or amass an overwhelming POC total dictates this strategy.

In detail, I will attempt to steal some POCs in the Marianas and Marshalls with expendable battleships; send superior air power to the Coral Sea where he cannot reinforce with surface craft to hopefully regain control (at least negate his control); send the British to the Indian Ocean to meet what I believe to be a diversion; and prevent the capture of Midway with forces larger than he would surely commit to this sideshow! To say this turn will be an interesting one is the understatement of the year.

NEUTRAL COMMENTS, AFTER RAIDERS: A number of interesting actions are shaping up. The movement portion of the turn as a whole has clearly demonstrated the potential for multiple actions—in six of the thirteen areas in this case. Allied retention of Guadalcanal is somewhat doubtful. When the *Hermes* failed its speed roll (again), Steve's chances of controlling the Indian Ocean improved. Thus, Steve may survive leaving Indonesia unpatrolled. His stated logic is very sound, and Dave may not gain the advantages he expects since Japanese control of the Indian Ocean would block any movement out of Australia. Steve did catch some of the Allied forces in the Central Pacific at an extreme disadvantage. He might also have risked a single cruiser in the Aleutians or North Pacific to limit Allied POCs. All in all, however, Steve will do well to hold his own this turn, and he needs to do better than that. Dave's cautious use of his fleet is justified by his position in the game.

THE BATTLES: The first round of action was decisive. In the Indian Ocean the *Formidable* was sunk in an air action with the *21AF* being untouched. In the Coral Sea, however, Dave won the preference as Steve wanted a surface action to let the *I-Boat* shoot first. The *22AF* was destroyed, but sunk the *Yorktown* in return. In the South Pacific, Steve got the desired surface action with the marine landing ending further action. An air action in the Marshalls permitted the *Suzuya* to escape. In the Marianas, a surface action resulted, but all the *Colorado* could manage was a disable result against the cruiser. In the Central Pacific, Steve finally decided to opt for a surface action, notwithstanding his air superiority, to ensure the marine landing. Dave wanted an air action to prevent the marine landing and won the preference roll. The airstrikes from the *Wasp* did disable the marines. The Japanese strikes sank the *Wasp* and *Indiana*, and a badly-damaged *South Dakota* was disabled. With no air support and minus the two big battleships, the Americans withdrew, losing the *North Carolina* and three cruisers to the pursuit fire.

JAPAN, AFTER COMBAT: A great turn for the IJN. I got what I wanted! He did show up in the Central Pacific, and with the inferior surface force that I was hoping to catch. The Allies lost three carriers, two new battleships, and three cruisers. The Japanese gained control of the Indian Ocean, closing off Indonesia to Australian-based forces, and since the British based at Ceylon constitute no

threat, the IJN will be able to patrol Indonesia with minimal forces. There is one drawback to the turn—the failure of the IJN to capture Midway. It is very dangerous to have Midway in Allied hands this late in the game. You can be sure that Midway will be a priority come Turn 5.

ALLIES, AFTER COMBAT: In light of my basic strategy of preserving my fleet, this turn has to be considered a disaster. It is, however, late enough in the game for me to be able to overcome it. Maximum land-based air strength this coming turn should be able to hold until the massive fleet reinforcements arrive. My severe losses to his overwhelming raider strength was primarily due to his failure to support any of his patrolling units. He has paid for this gamble in POCs. A +3 Allied swing this early in the game is unheard of.

NEUTRAL COMMENT, AFTER COMBAT: Steve won the victories but he is losing the war. The Allies should never be gaining POCs on Turn 4! Dave's evaluation of the turn is probably closer to reality than Steve's optimism. The Allied losses hurt but the Japanese POC lead is small enough so that those losses can be overcome. Steve's decision to withdraw in the Central Pacific may be subject to criticism by some, but I agree with it. He suffered some losses but saved part of his cruiser force. Another air action would have been a disaster for his fleet; even in a surface fight he was badly outgunned without the *Indiana* and *South Dakota*. For Turn 5, Dave will hold his own if he simply hangs on to control in those areas that can be patrolled by his land-based air, an ideal situation. The game may be drawing to an early close.

This fine, tense Series Replay will be concluded in the next issue of *The GENERAL*.



SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed 151		Total Responses: 916			
Rank:	Title	Pub	Rank Last Time	Times On List	Freq. Ratio
1.	G.I.	AH	3	3	6.0
2.	Squad Leader	AH	1	13	4.8
3.	TRC	AH	4	13	3.3
4.	Third Reich	AH	2	13	3.2
5.	Bulge '81	AH	8	8	2.8
6.	COD	AH	9	13	2.5
7.	COI	AH	6	13	2.3
8.	Civilization	AH	18	3	2.2
9.	Panzerblitz	AH	11	4	1.8
10.	War & Peace	AH	14	13	1.7
11.	War At Sea	AH	17	13	1.6
12.	WSIM	AH	12	13	1.6
13.	D&D	TSR	—	1	1.5
14.	Fortress Europa	AH	15	3	1.5
15.	VITP	AH	5	13	1.5
16.	Flat Top	AH	7	13	1.4
17.	Panzer Leader	AH	16	8	1.4
18.	SOA	AH	—	1	1.3
19.	GOA	AH	—	1	1.1
20.	Diplomacy	AH	—	1	1.0

While *G.I.* surges to the top of our list, an old favorite—*DIPLOMACY*—makes its first appearance. Other titles return to the fold after a short hiatus—*STORM OVER ARNHEM*, *GUNS OF AUGUST* and the ubiquitous *Dungeons & Dragons*. Of course, for each that gains a space herein, one title drops from our listing. *MIDWAY*, *STRUGGLE OF NATIONS*, *TITAN*, *GUNSLINGER*, all disappear after a brief stint. *CIVILIZATION*, following the well-received feature on this intriguing new game in Vol. 19, No. 4 of *The GENERAL*, continues its strong showing.



DIPLOMACY IN THIRD REICH

Another Facet of the Strategic Game

By Larry Bucher and Steve Simmons

Back in 1976, Steve Simmons submitted an article based on the original *THIRD REICH* game dealing with variant rules for playing the game with the variable entry of the minor countries heavily influenced by the combined diplomatic and military actions of the major powers—as opposed to the purely historical entry times and reaction to invasions. At the time, Don Greenwood thought the article quite innovative but lacking in organization and it was returned to the author for a rewrite. As luck would have it, he faded from the gaming scene only to resurface at *ORIGINS*, article in hand. He still lacked the time to issue another draft, but asked if a co-author could not be found to take on the task. The obvious choice was Larry Bucher, who co-authored the 3rd Edition rules. He promptly proceeded to bring the article into agreement with the '81 rules edition. Ace playtesters Marcus Watney and Bill Nightingale then critiqued it. The final form you are about to read is due in large part to the efforts of these three men, now laboring on a *Wargamer's Guide* to this fine game. This article, thanks to the expertise brought to bear upon it, represents one of the finest variants to ever grace the pages of *The GENERAL*.

It has long been a favorite game of historians to speculate on the effects of diplomatic maneuvers by the major combatants in any war. This is certainly nowhere more true than with regard to the actions by the Axis and Allied powers during the Second World War. Suppose Belgium had granted Germany free passage through its territory? What would have been the diplomatic repercussions if London or Moscow had fallen? What if Turkey had joined the Allies? These questions, and a hundred others, have tickled the fancies of many gamers and fostered endless discussions in scholarly circles. With the introduction of *Diplomacy Points* to our favorite strategic game, we are in a position to add even more fuel to the fires of intellectual gamesmanship.

When using this variant, disregard rules 33.6 and 33.7 (the sections on Foreign Aid and Turkey). Change the tenth result on the Intelligence Table (33.5) to apply to Diplomacy Points. Rules 33-33.4 (Variant Counters) are probably best disregarded also, since many of the effects therein are duplicated through the actions of this variant. Not all are duplicated however, and players may continue, if agreeable to all to draw, but treat certain

selections as void: Axis #1 through #5 and #7; Allied #3, #5 and #6. If using the additional variants presented by Mr. Bucher in "Yet More Possibilities" (Vol. 18, No. 5), we would suggest ignoring: Axis #16, #19 and #20; Allied #11, #4 and #20. Note that play balance shifts toward the Allies if this is done, since the Axis player has a greater chance of drawing a voided variant counter.

Each major power receives a basic allotment of *Diplomacy Points* (henceforth, DPs) during each YSS. These are received and committed just after BRP calculation, but before SW construction. The basic allotments are: U.S. and Britain and Germany—3 each; France and Italy and Russia—2 each. The U.S. player receives no DPs until the 1942 YSS. These basic allotments may be increased or decreased by certain game developments, detailed in the accompanying box. These increases/decreases are applied only at a YSS, never during the play of a year.

A nation may also increase its available DPs by spending for "foreign aid" during the YSS. Unlike the 33.6 Foreign Aid rule, this is a generalized expenditure, assigned to no particular minor countries and more akin to SW expenditure. Each five

Germany

Receives Additional DPs for Axis control of:

Grozny, Leningrad, Moscow, Stalingrad, Warsaw or London: +1 DP each

Ankara, Istanbul and Izmir: +1 DP for group
Athens, Belgrade, Bucharest, Budapest and Sofia: +1 DP for group

Brussels, Copenhagen, Luxembourg and the Hague: +1 DP for group

Any hex on the Island of Britain (Scapa Flow is included, Ireland is not): +1 DP (This is in addition to the allotment for London; but no additional DPs accrue for control of more than one British hex.)

Paris: +2 DPs

Deducts DPs for Allied control of:

Any hex of Germany: -1 DP, plus an additional -1 DP for each objective hex controlled by Allied forces within Germany.

All hexes of Britain: -1 DP (This is applied only if Axis forces have controlled at least one hex of Britain at an earlier point in the current game.)

Any hex of France by supplied American armor/infantry unit: -1 DP

Italy

Receives Additional DPs for Axis control of:

All cities in Egypt: +1 DP

Gibraltar, Malta or Madrid: +1 DP each

Deducts DPs for Allied control of:

All cities in North Africa: -1 DP

Any hex of Sicily, Sardinia or mainland Italy: -1 DP

Soviet Russia

Receives Additional DPs for Russian control of:

Helsinki, Riga, Stockholm, Warsaw or Copenhagen: +1 DP each

Istanbul, Ankara and Izmir: +2 DPs for group
Bucharest, Budapest, Sofia, Belgrade and/or Athens: +1 DP for any group of three

Any objective hex in Germany: +1 DP each

Deducts DPs for Axis control of:

Moscow, Leningrad, Stalingrad or Vologda: -1 DP each

Great Britain

Receives Additional DPs for Western Allied control of:

Antwerp, Brussels, Luxembourg and the Hague*: +1 DP for group

Any objective hex in Germany*: +1 DP each

Genoa, Milan, Trieste and Venice*: +1 DP for group

All cities in North Africa: +1 DP

Oslo, Paris (see Note), Madrid or Rome (see Note): +1 DP each

Athens and Belgrade: +2 DPs for the pair

Deducts DPs for Axis control of:

Any city in Egypt: -1 DP

Gibraltar or Malta: -1 DP each

Any hex on the Island of Britain by a supplied German armor/infantry unit: -1 DP

France

Receives Additional DPs for Western Allied control of:

Brussels, Madrid or Rome(see Note): +1 DP each

Any objective hex in Germany*: +1 DP each

Any objective hex in Italy: +1 DP each

Deducts DPs for Axis control of:

Any hex in European France: -1 DP

Any hex adjacent to Paris: an additional -1 DP

United States

Receives Additional DPs for Western Allied control of:

Antwerp, Brussels, Luxembourg and the Hague*: +1 DP for group

Any objective hex in Germany*: +1 DP each

Genoa, Milan, Trieste and Venice*: +1 DP for group

Rome or Paris (see Notes): +1 DP each

Notes:

*—DP gains so marked may go either to the United States or to Great Britain, but not both. If British and American players are unable to agree, neither gets the additional DPs. In the rare game where France and the United States are simultaneously active and the Western Powers control an objective hex in Germany, the French player would receive a DP and the British or the American player would also receive one.

Rome: If controlled after American entry, Britain and the U.S. each receive one additional DP. If prior, Britain receives +1 DP and France, if still active in the game, also receives +1 DP.

Paris: DPs are gained by the Western Allies only if Paris has been recaptured after the fall of France (i.e., France is no longer an active player). The American player and the British player each receive +1 DP.

BRPs spent in this manner produce one additional DP for the player. There are but two limitations:

1. No nation may spend more than 5% of its YSS BRPs on foreign aid.
2. No nation may acquire more DPs by foreign aid spending than its basic DP allotment as above (two or three as the case may be).

As with SW spending, if BRP totals are close enough that expenditures could have an effect on the order of play, players must write their spending decisions secretly and reveal them simultaneously.

The next step is commitment of DPs to countries that a power may wish to influence during the coming year. Eligible recipients are listed in detail later in this article. Each player records his decisions on paper in as much secrecy as he wishes—he may, but need not, consult with other players and/or reveal to them his choices. There is but one limitation: no player may commit more than half (rounded up) of his DPs to one country. Players may not “loan” nor give DPs to other players. The Russian player operates under two additional restrictions:

1. He may allocate DPs only to Bulgaria, Finland, Greece, Hungary, Japan, Persia, Rumania, Spain (only if Communist), Sweden, Turkey and Yugoslavia.

2. He may not allocate DPs to any *Balkan* country unless Russia controls a supplied hex adjacent to any *one* of them. (Balkan countries are defined as—Rumania, Hungary, Bulgaria, Greece, Yugoslavia.)

DPs, wherever they may have been allocated, are wiped clean each year end. They never accumulate, neither in a recipient nor for a major power, so there is absolutely no point in leaving any uncommitted during a YSS. When a major power is conquered during a year, its committed DPs do remain valid for the remainder of the current year. If a nation has a negative amount of DPs at YSS there is no penalty, nor does it carry forward a deficit. It merely cannot allocate any DPs, placing it at a severe disadvantage in the diplomatic struggle. All steps thus far described occur during a YSS; these are also performed prior to the start of any scenario or the campaign game.

During the ensuing game year, a player may attempt to capitalize on the DPs he has farmed out. The mechanics of this follow.

At the start of each game *turn* (before “Activation of Minor Allies” on the Sequence of Play Chart), up to three attempts may be made to influence the various recipients of the DP grants. The German player has the first chance. If he should pass, the Italian player may take his place. Britain is second. If she should pass, the U.S. (if active) or France, in that order, inherit the chance to influence world events. Russia has the third chance, and faces an additional obstacle: the Russian player must roll one die and may exercise the option only on a result of “5” or “6” on the roll.

Any major power whose capital is controlled by the enemy *must* pass. Italy, the U.S. and France do not get the option except as a result of a pass by the major “diplomatic power” they are allied with. Russian action ends activity for the turn; no nation ever gets a second chance even though less than three attempts may have been made.

A player exercising his option names any country to which he, or an ally, committed DPs in the preceding YSS. All players reveal how many DPs they have committed to that particular minor country. A die roll is then made by the player exercising the option, modified according to DPs granted by all players, and then applied to that country. The specific results for each potential choice are detailed later in this article. The results *must* be enforced.

The basic die modification is determined by subtracting the total number of *Allied* DPs committed to the country in question from the total number of

Axis DPs so committed. The result may be a positive or a negative number, or zero. The Allied total is defined as: (a) if Russia is at war, all Allied DPs; or (b) if Russia is not at war, all Russian DPs or all Allied DPs, whichever is greater. In many cases, additional die modifications are specified under the individual minor countries.

A given country may never be named for such a die roll more than once during any one game year.

When the four historical Minor German Allies activate, Germany receives their BRPs immediately, as is customary. Whenever either side acquires any other minor country as an ally, it does not receive BRPs thereafter until the next YSS. Certain countries, under certain circumstances, need not be named for a die roll, although DPs may be committed to them. Instead, the status of these countries are resolved only when other game developments warrant, as explained below.

Note: In all “Results” hereinafter, a die roll lower than the first number listed is treated the same as the first number.



Bulgaria/Hungary/Rumania (Inactive)

While *inactive*, these three are treated as a unit; DPs assigned to them are assigned to all three collectively. Resolve when Germany attempts to activate them. The German player may choose to do this at any time, even if he has committed no DPs to them.

Additional Modifications:

Double all Axis DPs before subtracting Allied DPs.

Subtract two DPs for every turn prior to Spring 1941 (Winter '40, -2; Fall '40, -4; Summer '40, -6; etc.).

Add one for every turn after Spring 1941 (Summer '41, +1; Fall '41, +2; etc.).

Add two if Allies (this includes a still-neutral Russia) have declared war on any of the three.

Results:

- 0 The three countries assume the same status as any other minor neutral for the remainder of the game. Germany may not again attempt to activate them nor may either side again name them for a DP die roll. Any Axis garrison units must be SRed out or destroyed by the end of the current Axis player turn.

- 1 The three countries will activate in two game turns.
- 2 The three countries will activate in one game turn.
- 3+ The three countries activate immediately.

Note that if the Allies attack an inactive minor ally, German intervention would *not* cause the automatic activation normally dictated (by rule 25.2).

Finland (Inactive)

Resolve when Germany attempts to activate, which the German player may choose to do at any time even if he has committed no DPs to Finland.

Additional Modifications:

Double all Axis DPs before subtracting Allied DPs.

Subtract one DP for every turn prior to Winter 1940 (Fall '40, -1; Summer '40, -2; etc.).

Add one for every turn after Spring 1941 (Summer '41, +1; Fall '41, +2; etc.).

Subtract three if Russia is *not* at war.

Add two if Allies (this includes a still-neutral Russia) have declared war on Finland.

Results:

- 0 Finland assumes the same status as any other minor neutral for the remainder of the game. Germany may not again attempt to activate them nor may either side again name them for a DP die roll. Any Axis garrison units must be SRed out or destroyed by the end of the current Axis player turn.

- 1 Finland will activate in two game turns.
- 2 Finland will activate in one game turn.
- 3+ Finland activates immediately.

France

Resolve upon the fall of France.

Results:

- 0 All French colonies become Free French, along with the forces in them. The French fleet turns Free French, is not halved, and moves immediately to the nearest friendly port on the same front. Vichy France is established normally; Corsica remains Vichy-controlled.

1-7 Vichy France is established normally (per rule 49.) except for the die rolls for the individual colonies. The “colony” rolls are modified by the *same* modification just used for France and the results become: 3 or less, Free French; 4 or more, Vichy French.

- 8+ All colonies remain loyal to Vichy and the Vichy forces are not halved. No partisans may be built in France.

Italy

Resolve upon the conquest or surrender of Italy to the Allies.

Regardless of the die result, the Folgore Airborne, composed of politically-reliable Fascists, if currently in play on the mapboard remains there and becomes a German unit. It loses the ability to airdrop and cannot be rebuilt if lost, but it retains the ability to overstack and may be used anywhere on the board. All other Italian units are removed, but some may return to Allied or German force pools. Rule 26.72 is observed for all following results.

Additional Modifications:

Add one for every *year* before 1943 (1942, +1; 1941, +2; etc.).

Subtract one for every *year* after 1943 (1944, -1; 1945, -2; etc.).

Results:

- 1 Strong anti-German feeling. U.S. force pool gets six 1-3s, two 2-3s and a 2-5. These may be rebuilt in any Allied-controlled hex of Italy (including Sicily) that can trace supply to a western source. These may leave Italy for use anywhere on the board. One-fourth (round up) of the remaining Italian naval factors pass to U.S. control; but if the Italian fleet has been reduced to a remnant, any German claims (under rule 26.72) take precedence. Allies may build two partisans.

2-5 A war-weary Italy. Add two 1-3s and one 2-3 to the U.S. force pool. These may *not* leave Italy. Allies may build one partisan.

- 6+ Pro-fascist loyalties persist. Add two 3-3s and a 2-5 to the German force pool; these may be rebuilt in any Axis-controlled, supplied hex of Italy. U.S. force pool receives three 1-3s. Rebuilt units of either side may not leave Italy. No partisans are created in Italy.

Substitute UK for U.S. if Italy should fall before American entry into the war. None of the rebuilt Italian units may be rebuilt again after combat loss, by either side.



The following countries are resolved only when named for a Diplomatic die roll at the start of a game turn, as explained earlier. Note that a special roll to determine the status of Spain's political government is required *before* the start of any scenario.

Note: Whenever a result is preceded by an asterisk (), that country may not be named again for the remainder of the game.*

Belgium/Luxembourg

May be named only if Belgium is still neutral.

Results:

- 0 *Agree to defensive cooperation with the Western Allies. Allied units may enter; Allied units may ignore rule 22.3 and may give DAS. Allied units may not move across nor attack across the German frontier from either country, and Allied air units may not cross Belgian air space to reach Germany until a state of war is declared on Belgium.
- 1-7 *Belgium/Luxembourg refuse any cooperation with either side.
- 8+ *German forces granted free passage. The German player may treat Belgium and Luxembourg as controlled territory, for two game turns only—beginning with the current turn. Any German units remaining in either country at the end of the second game turn are eliminated (interned). Neither side may declare war on either country for the duration of the period of free passage. When it expires, these countries resume their minor neutral status.

Bulgaria (Active)

Bulgaria may not be named as a choice unless Allied ground/air factors in the Balkans outnumber Axis factors. The Balkans are defined as Rumania (including Bessarabia), Hungary, Yugoslavia, Albania, Greece (excluding islands), Bulgaria and European Turkey. Russian factors are not considered "Allied" until Russia is at war with the Axis.

Additional Modifiers:

Subtract one if less than six German ground factors are in Bulgaria.

Add one if more than thirteen German ground factors are in Bulgaria.

Subtract two if a supplied Russian armor or infantry unit is in or adjacent to any hex in Bulgaria.

Results:

- 1 *Bulgaria switches sides, becoming a minor ally of the Allied player with ground units closest to her capital. If a tie in distance results, use the greatest number of DPs committed (and then a random die roll) to break the deadlock. All Bulgarian units stacked with other Axis units or currently off the mapboard are eliminated permanently. Other Bulgarian units pass to command of the new Allied patron, remain on the board in play and become part of its permanent force pool. Germany loses immediately the Bulgarian BRPs. On the following YSS, BRPs are awarded normally to whoever controls the capital; this may not necessarily be the power that controls the Bulgarian units.
- 0-2 *Bulgaria surrenders. All Bulgarian forces are permanently removed from play. Germany immediately loses the Bulgarian BRPs; these will be awarded normally the next YSS.
- 3+ No effect.

Egypt

Additional Modifications:

Add two if a supplied Axis armor or infantry unit is in Egypt.

Subtract two if no Axis (German or Italian) unit is in any hex of North Africa.

Results:

- 1 *Political compromises satisfactory to Wafdist leaders are reached. Any Wafdist counters on the mapboard are immediately and permanently removed.
- 2-6 No effect.
- 7 Wafdist uprisings. German player may build two partisan counters in Egypt. If destroyed, these may be rebuilt only if a supplied Axis armor or infantry unit is in Egypt. The Wafdist partisans may not close the Suez canal nor cost Britain 25 BRPs for loss of Suez/Alexandria.
- 8+ Extensive Wafdist uprising. Same as above except that three partisan counters may be built.

Finland (Active)

Finland may not be named unless Russian combat factors in Finland outnumber Axis factors there, or (1943 or later) a supplied Russian armor or infantry unit is in Warsaw or Konigsberg.

Additional Modifications:

Add one if Finnish combat factors in Finland are outnumbered by other Axis combat factors therein.

Results:

- 2 *Finland surrenders. All Finnish forces are permanently removed from play. Germany immediately loses the Finnish BRPs; these will be awarded normally the next YSS.
- 3+ No effect.

Greece

May be named only if still neutral, *except* following a result of 8+ on the die roll.

Additional Modifications:

Subtract one for each Allied-controlled objective in the Mediterranean Front in excess of six hexes.

Add one for each Axis-controlled objective in the Mediterranean Front in excess of seven hexes.

Subtract one if the Allies will move first in the current game turn.

Add one if the Axis will move first in the current game turn.

Results:

- 0 *Greece grants free passage and limited cooperation to the Allies. Whichever power gets a supplied ground unit into Athens first, controls it for victory condition purposes and will get the Greek BRPs next YSS. Allies can move into and/or through all Greek hexes they desire. Axis units must be "at war" (i.e., a DoW on Greece). Greek units are not placed on the mapboard unless the Axis so declare; Greece becomes a minor ally of the power controlling Athens if/when Axis declare.
- 1-2 *Greece rejects diplomatic advances of both sides and remains permanently in minor neutral status.
- 3-6 No effect.
- 7 *Greece grants free passage and limited cooperation to the Axis. Whichever power gets a supplied ground unit into Athens first, controls it for victory condition purposes and will get the Greek BRPs next YSS. Axis can

move into and/or through all Greek hexes they desire. Allied units must be "at war" (i.e., a DoW on Greece). Greek units are not placed on the mapboard unless the Allies so declare; Greece becomes a minor ally of the power controlling Athens if/when Allies declare.

- 8+ Greece becomes a minor ally of the Axis power having ground units nearest Athens by land. Greek units may not be used outside the Mediterranean Front, nor in French North Africa nor Spain. Greek units may not attack British units during offensive options. Only one partisan may be built in Greece, and only by Russia. Greece may be named for a Diplomatic die roll in a future year—in which case the conditions, modifications and results are exactly the same as those for Hungary (Active) as described below.

Hungary (Active)

Hungary may not be named as a choice unless Allied ground/air factors in the Balkans outnumber Axis factors. The Balkans are defined as Rumania (including Bessarabia), Hungary, Yugoslavia, Albania, Greece (excluding islands), Bulgaria and European Turkey. Russian factors are not considered "Allied" until Russia is at war with the Axis.

Additional Modifiers:

Subtract one if less than six German ground factors are in Hungary.

Add one if more than thirteen German ground factors are in Hungary.

Results:

- 1 *Hungary switches sides, becoming a minor ally of the Allied player with ground units closest to her capital. If a tie in distance results, use the greatest number of DPs committed (and then a random die roll) to break the deadlock. All Hungarian units stacked with other Axis units or currently off the mapboard are eliminated permanently. Other Hungarian units pass to command of the new Allied patron, remain on the board in play and become part of its permanent force pool. Germany loses immediately the Hungarian BRPs. On the following YSS, BRPs are awarded normally to whoever controls the capital; this may not necessarily be the power that controls the Hungarian units.
- 0-2 *Hungary surrenders. All Hungarian forces are permanently removed from play. Germany immediately loses the Hungarian BRPs; these will be awarded normally the next YSS.
- 3+ No effect.

Rumania (Active)

Rumania may not be named as a choice unless Allied ground/air factors in the Balkans outnumber Axis factors. The Balkans are defined as Rumania (including Bessarabia), Hungary, Yugoslavia, Albania, Greece (excluding islands), Bulgaria and European Turkey. Russian factors are not considered "Allied" until Russia is at war with the Axis.

Additional Modifiers:

Subtract one if less than six German ground factors are in Rumania.

Add one if more than thirteen German ground factors are in Rumania.

Results:

- 1 *Rumania switches sides, becoming a minor ally of the Allied player with ground units closest to her capital. If a tie in distance results, use the greatest number of DPs com-

mitted (and then a random die roll) to break the deadlock. All Rumanian units stacked with other Axis units or currently off the mapboard are eliminated permanently. Other Rumanian units pass to command of the new Allied patron, remain on the board in play and become part of its permanent force pool. Germany loses immediately the Rumanian BRPs. On the following YSS, BRPs are awarded normally to whoever controls the capital; this may not necessarily be the power that controls the Rumanian units.

- 0-2 *Rumania surrenders. All Rumanian forces are permanently removed from play. Germany immediately loses the Rumanian BRPs; these will be awarded normally the next YSS.

3+ No effect.

Iraq

Additional Modifications:

Add one if coup has already occurred in Persia.

Results:

- 0 *Political compromises pacify Iraq for remainder of the game. Any Iraqi rebel counters are removed immediately and permanently from play.

1-5 No effect.

- 6+ Pro-Axis coup occurs. The results are identical to those for Axis Variant Counter #1.

Japan

May be named only during 1941.

Additional Modifications:

Add three if Axis forces control any hex of Persia.

Subtract one if France is still unconquered.

Results:

- 0 *Japan remains neutral and unmenacing. Use provisions of Allied Variant Counter #6.

1-7 No effect.

- 8+ *Japan launches an immediate attack on Russia. Free Siberian Transfer not allowed; five 3-3s permanently removed from Russian 1942 force pool.

Persia

Additional Modifications:

Subtract one if Lend-Lease route has been activated.

Subtract one if any Allied ground unit is in Persia.

Add one if Axis forces control Rostov, Sevastopol, Ankara, or Port Said.

Add one if Axis forces control any hex in or adjacent to Persia.

Add one if coup has already occurred in Iraq.

Results:

- 0 *Political compromises pacify Persia for remainder of the game. Any Persian rebel counters are removed immediately and permanently from play.

1-5 No effect.

- 6+ Pro-Axis coup occurs. The results are identical to those for Axis Variant Counter #1; substitute *Tabriz* for Mosul in application. Substitute *Tabriz and Sarab* for Mosul and Munawir in applying Rule 25.46; force levels and geographical restrictions of 25.46 are the same.

Portugal

May be named only if both Portugal and Spain are still neutral.

Results:

- 0 *Portugal becomes a British minor ally.

1-4 No effect.

- 5+ *Portugal remains permanently in minor neutral status.

Spain

Roll one die before the game begins. On a die roll of 1-5, Franco has won the civil war; on a 6, the Loyalists have won. Roll again if the Loyalists won; on a die roll of 6, the government is communist-dominated. The form of government will determine which of the following may be used.

Franco's Spain

May be named only if France has been conquered and Spain is still neutral, *except* following a result of 7+ on the die roll.

Additional Modifications:

Add one if Axis forces control any hex of Great Britain.

Add three if Great Britain has been conquered.

Results:

- 0 *Spain rejects all advances and remains permanently in minor neutral status.

1-6 No effect.

- 7+ Spain becomes a minor ally of the Axis power that committed the most DPs to Spain (a die roll if tied). America may build and operate four partisans in Spain. Spain may be named for a Diplomatic die roll in a future year—in which case the conditions, modifications and results are exactly the same as those for Hungary (Active).

Loyalist Spain

May not be named until 1940, and only if still neutral.

Additional Modifications:

Add one if Italy is at war.

Add one if France has been conquered.

Subtract one if Axis forces control no hexes of France.

Subtract two if Italy has been conquered.

Subtract three if Allies control Paris (applied only after France has fallen).

Results:

- 0 *Spain becomes a minor ally of the Allied power that committed the most DPs to Spain (a die roll if tied). Germany may build and operate two partisans in Spain.

1-6 No effect.

- 7+ *Spain rejects all advances and remains permanently in minor neutral status.

Communist Spain

May be named only if Russia is at war and Spain is still neutral.

Additional Modifications:

Double Russian DPs.

Subtract two if Italy has been conquered.

Subtract three if Allies control Paris (applied only after France has fallen).

Results:

- 0 *Spain becomes a Russian minor ally. Germany may build and operate two partisans in Spain.

1-6 No effect.

- 7+ *Spain rejects all advances and remains permanently in minor neutral status.

Sweden

May be named only if neutral.

Additional Modifications:

Add one if Axis forces control Oslo.

Subtract one if Allied forces control Oslo.

Results:

- 1 Sweden denies iron ore shipments to Germany. Subtract 10 BRPs from German total each YSS (prior to SW construction). Germany can avoid this penalty by either controlling Stockholm, or reversing the diplomatic outcome with a Diplomatic die roll of 2+ in a future year.

2-4 No effect.

- 5-6 *Sweden signs a long-term pact for continuation of ore shipments to Germany.

- 7+ *In addition to the iron ore pact, Sweden agrees to limited transit of Axis troops. One Axis unit per turn may SR *through* Sweden. This unit may SR to or from Finland via the north edge of the mapboard.

Turkey

May be named only if still neutral, *except* following a result of 8+ on the die roll.

Additional Modifications:

Russian/Western Powers DPs are combined even if Russia is *not* at war.

Add one if Axis forces control all cities in Egypt. Add an additional one if Axis forces control any city in Palestine or Transjordan.

Subtract one if Allied forces control two or more cities in Libya.

Add two if Axis forces control Sevastopol, Rostov and either Moscow or Leningrad.

Subtract one if Axis forces control neither Sevastopol, Rostov, Moscow nor Leningrad.

Subtract one for each Allied-controlled Mediterranean Front objective in excess of seven.

Subtract three if Axis forces control no hex bordering Turkey. (Note: inactive Bulgaria is considered "Axis-controlled", as is Vichy-controlled Syria until conquest or deactivation.)

Results:

- 2 *Turkey becomes a minor ally of Allied power that committed most DPs to Turkey (a die roll if tied).

-1 -7 No effect.

- 8+ Turkey becomes a minor ally of Axis power that committed most DPs to Turkey (a die roll if tied). Turkey may be named for a Diplomatic die roll in a future year—in which case the conditions, modifications and results are exactly the same as those for Hungary (Active).

Ulster

May be named only if Ireland is still neutral.

Results:

- 3 *Ulster remains tranquil throughout the war.

4-6 No effect.

- 7 IRA active. Use provisions of Axis Variant Counter #2, *except* that only five British factors need be diverted to Ulster. Credit Germany with one extra SS factor during next SW resolution, reflecting covert Irish assistance to U-boats.

- 8+ *Identical to above except Irish Republic actively assists IRA. Full ten British factors must be diverted to any part of the island. Britain *must* declare war on Ireland at the start of her next player turn; the British player may even incur a BRP deficit to do so if necessary (i.e., if less than 10 BRPs remain).

United States of America

May only be named in 1940 or 1941.

Additional Modifications:

Subtract one if Axis forces control any hex of Great Britain.

Results:

- 2 *U.S.A. enters war immediately, but only if Axis forces control three or more hexes of Great Britain. Otherwise, U.S.A. enters one game turn earlier than usual (i.e., in Winter 1941). U.S.A. gets no BRP growth before 1943 YSS in any event. All results of a -1 Diplomatic die roll (below) are also implemented.
- 1 *U.S.A. commits naval forces to trans-Atlantic convoy escort and institutes a shoot-on-sight ASW policy. Roll two dice and increase British ASW factors by the resulting number.
- 0 *U.S.A. offers limited ASW assistance. Roll one die and increase British ASW factors by the resulting number.
- 1-4 No effect.
- 5+ U.S.A. observes strict neutrality until drawn into war by Japanese attack.

Vichy France

Additional Modifications:

Identical with those of Rule 49.42.

Results:

- 1 *Any Vichy colonies switch sides and become Free French, along with all forces therein. Additionally, if Allied forces control a supplied hex in continental Europe adjacent to Vichy France, units in France follow suit and all Vichy hexes become Allied-controlled. Otherwise, Vichy forces in Europe deactivate.
- 0 *Implement Vichy deactivation (as described in Rule 49.41).
- 1-6 No effect.
- 7+ Vichy France becomes a minor ally of the Axis power that committed the most DPs to Vichy France (a die roll if tied).

Yugoslavia

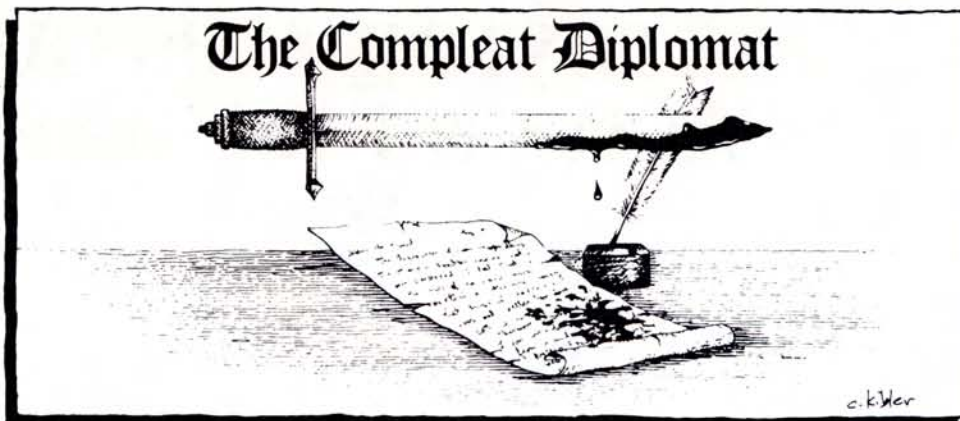
May be named only if still neutral, *except* following a result of 8+ on the die roll.

Additional Modifications:

Add one if Allied forces control no hexes in the Balkans (excluding Bessarabia).

Results:

- 3 *Yugoslavia rejects all advances and remains permanently in minor neutral status.
- 4-7 No effect.
- 8+ Anti-Nazi coup does not occur. Yugoslavia will become a German minor ally at the same time as Hungary/Rumania/Bulgaria (and therefore immediately should these three be active allies), and is treated as an inactive ally until then. Only two partisans may be built in Yugoslavia, and these only by Russia. Yugoslavia forces may operate in Yugoslavia, Greece, Rumania, East Europe and Russia only. Yugoslavia may be named for a Diplomatic die roll in a future year—in which case the conditions, modifications and results are exactly the same as those for Hungary (Active).



ITALY: THINKING BEYOND LEPANTO

By Rod Walker

The "Lepanto Opening" for Italy is wonderful, but it only goes so far. It is only an opening; it gives Italy a certain tactical advantage in the east, but it guarantees neither success then nor victory later. To make anything of it, Italy has to be thinking ahead all the time.

The Lepanto is described in the *Gamer's Guide to Diplomacy* but let us recap it here. It is, simply, the standard opening attack on Turkey for Italy. Ignoring Army Venice (which can do a variety of constructive things), the "Lepanto" goes:

Spring 1901: A Rom—Apu, F Nap—Ion.
Fall 1901: A Apu—Tun, F Ion C A Apu—Tun.
 Build F Nap.
Spring 1902: A Tun H, F Ion—Eas, F Nap—Ion.
Fall 1902: A Tun is convoyed to Smyrna or Syria.

A common variant of the Lepanto is to order F Ion—Aeg instead of to the Eastern Mediterranean (with a subsequent convoy to Smyrna, Constantinople or even Bulgaria). Alternately, the 1901 Lepanto moves can be used as a screen for a massive stab of Austria. Such a stab can have three advantages: 1) it may yield more and quicker gains; 2) it surprises Austria more than the Lepanto would have surprised Turkey (now that the Lepanto is so widely used); and 3) it results in a more compact position on the mapboard. Its prime disadvantage is that it is likely to leave a fairly powerful Turkey in Italy's rear.

In any game Italy is forced to make all sorts of difficult strategic choices. The 1901 moves for the Lepanto mean that Italy has made a choice to concentrate on the east rather than the west. Having made that choice, Italy must now make several others. Will he pursue the Lepanto and seek to eliminate Turkey or will he stab Austria? If Turkey is eliminated, will he then go after Russia, stab Austria, or turn west? Will he try for the eastern "Grand Slam" of eliminating Turkey, Austria and Russia?

The "Grand Slam" could give Italy a victory (3 Italian centers, 3 Austrian, 3 Turkish, 4 Balkan, plus Tunis, Sevastopol, Moscow, Warsaw and one other) without a significant attack on the west. It presupposes no difficulties with France, good luck, fantastic timing, and probably some help from Germany and/or England. Not likely, but possible. If Italy intends to pursue this eastern strategy, he will have to plan his diplomatic moves from the very start. He will need to know in what order he hopes to dispatch his victims. Above all, he will need to be able to keep the western powers off his back until he has enough strength to put defensive units in his western approaches.

If Italy's plans do not include an eastern Grand Slam, then an Italian victory means taking at least some centers directly from the western powers. Sharing the east with Austria, or even Russia, or with both

means picking up a noticeable number of centers in the west. This creates a problem of timing.

Getting a significant number of western centers usually means getting through the Straits of Gibraltar. The exit from the Mediterranean can be blockaded with almost ridiculous ease using F Por, F Mid, and a Fleet in the North Atlantic or Irish Sea or English Channel. This means that Italy needs to get naval power westward as fast as possible. This is unlikely while the battle to eliminate Turkey is raging. It is further delayed if Italy is obliged to help Austria eliminate Russia—or help Russia eliminate Austria. Italy compensates for the delay by gaining additional strength, but no amount of strength is going to get through the western blockade just mentioned. It is true that a Russian alliance could result in naval help from the rear of the blockade line. However, by the time Russia is able to give that help, he is likely to be pretty close to eighteen centers himself and, consequently, less given to listening to your plans.

Italy's best bet is to find some way of keeping the western powers in turmoil until his fleets can get through Gibraltar. One tactic is to use the Army that started in Venice as a sort of "equalizer". A common pattern among the western powers (England, France, Germany) is two-against-one. Italy can use his northern army to support the one, or harass the two; with a little help from Russia, he can keep the western pot boiling for quite some time. His aim should be to keep things that way until he has tidied up affairs in the east to the extent that he can send naval strength westward.

Getting a fleet into the Mid-Atlantic does not guarantee victory, of course. But the Italian player who does not achieve that goal is not likely to win unless he undertakes to conquer the entire East. If there is considerable turmoil in the west after Turkey is gone in the east, Italy may be able to slip into the Mid-Atlantic on the pretext of helping out, say, the French. And once *il cammelo* has his nose in the Strait . . .

The Lepanto Opening must, thus, always be seen only as a beginning for which there is to be a definite end. Even as he convoys his army to Tunis, the Italian player must be looking east, or west, or to defeat.



Rod Walker is the editor of *DIPLOMACY WORLD* and author of Avalon Hill's *THE GAMER'S GUIDE TO DIPLOMACY*. *DIPLOMACY WORLD* is a quarterly publication featuring articles on the game, hobby news, ratings, a demonstration game and numerous other tidbits. It has been the central *DIPLOMACY* hobby publication since its founding in 1974.

A HISTORIAN'S GUIDE TO AVALON HILL WARGAMES

One Man's Views

By Seth Owens

It seems that every book about wargamers seeks to explain our various interests and motivations by labeling each of us as a part of one or more subgroups in the hobby. It would appear that authors—even those within the hobby—cannot simply accept the phenomena, but must understand it by placing us in comfortable, distinct “niches”. Some people are “Competitors”, others are “Collectors”, and so forth. Jon Freeman in *The Complete Book of Wargames* applies seven labels which can be a useful shorthand in discussions about gamers’ motivations. For those unfamiliar with this fine work, the seven groups are:

The Historian He who considers realism and fidelity to historical fact the most critical elements in a wargame. He is also the most likely to prefer the term “simulation”.

The Military Enthusiast He finds tactics, technology and regalia fascinating. Contemporary and futuristic wars are of particular interest. He also prefers the term “simulation”.

The Assassin Winning is the *only* thing.

The Competitor A challenging contest is the prime attribute of an excellent game in his view. Balance is a must in his games.

The Hobbyist The collector, analyser and philosopher of the hobby itself.

The Gamer “The gamer just likes games.” Playability and social interaction are his criteria.

The Specialist Games are but a facet of his interest in some historical subject.

Avalon Hill’s titles have traditionally emphasized those elements important to the “Competitor” and the “Gamer”. There are some exceptions to be sure, but the “Historian” and the “Military Enthusiast” have gone elsewhere to find their “simulations”. Now, that “elsewhere” has closed up shop; we may now witness many of these homeless souls taking a peek over the “Hill” to see what lies beyond.

To help them out in their time of distress, I’ve compiled a rating of many of Avalon Hill’s wargame line as seen from the “Historian’s” perspective. A few have been left out due to my unfamiliarity with them. The days when someone could easily say that he knew the entire line well are several years past. Those that I do list, I have played and examined extensively. I’ve limited my consideration to wargames—and only those in print and available to the “orphans”. Fantasy and science-fiction games are deleted due to their obvious disinterest to the “Historian”. A final caveat, this rating scheme does not address their quality as GAMES in any way (see the RBG for that) but only their utility and interest as HISTORY.

The Rating Scheme

ORDER OF BATTLE: This rates the accuracy and usefulness of the OB, taking into consideration the levels of abstraction sought by the designer. This category includes such things as correct unit identifications, correct unit types, unit strengths and capabilities. If machines are present (ships, AFVs, aircraft), the realistic portrayal of their capabilities and limitations are rated here.

1—A rating of “1” indicates that the OB work borders on fantasy. Any serious student of military history will gain no information, only misinformation from a game with this rating.

2—This indicates that the player gets the rough feel for the forces involved, but that there are serious errors or omissions.

3—The rating of three describes OB work that is not totally inaccurate, but adequate only for game purposes. The OB is not so bad that it will detract from good ratings elsewhere.

4—A rating for good solid OB work that provides satisfactory data for the amateur with an interest in the period.

5—The highest rating is reserved for professional quality OB work, better than most books published on the subject.

MAP: This category obviously rates the accuracy of the map, both in physical dimensions and in terrain effects. The effects of weather are also taken into account by this rating.

1—Such a rating indicates a useless map. There may be fictitious terrain features, mislocated cities and mountain ranges, or totally crazy terrain effects. The result is that the historical situation is not even approximated.

2—This shows that there are serious errors, tending towards directing strategy down ahistorical paths.

3—Decent work is indicated by this rating; no errors are present that distort history, though one doesn’t get a powerful insight into how the terrain really determined the course of the battle, campaign or war.

4—A “4” map gives you that insight into how the terrain affected or limited military operations. Most naval games are arbitrarily given a “4”; after all, how can a designer mess up open ocean?

5—One could motor around the battlefield using a map of this quality.

TACTICS: This category rates the *how* of fighting the battle. How well the game recreates the mechanics of battlefield events. The forte of tactical games, but a strategic game can also prove to be informative in this area.

1—Any resemblance to the actual event is purely coincidental.

2—A rating of “2” indicates that one can get the historical results, but for the wrong reasons.

3—An adequate treatment, for a game, is indicated.

4—A good study which gives one some insight into how the event unfolded.

5—Accurate enough for military instructional purposes. A rating of “5” shows that the game recreates how the battle (war, campaign, etc.) was fought and highlights the tactics of the period.

STRATEGY: The final category, this covers the *why* of the historical event. Does the game present one with the same problems as the historical personages, with the strategic solutions available? Do events happen only because the rules force them to; or is one guided down historically possible paths?

1—With this rating, the best advice is to avoid reading anything about the event covered—it will only mess up one’s chances of winning. Ahistorical or impossible strategies are the norm, and give the best chances of victory.

2—One gets the historical outcomes, but for the wrong reasons or only because the rules require it explicitly.

3—A rating of “3” gives one a feel for why things happened as they did, but little insight into other possible courses of action.

4—This indicates that the game gives one that insight.

5—If you can do well in this game, you may feel qualified to criticize the historical commanders freely. This is as close to being a general or admiral as you can get without being shot at.

The final rating for each title is a letter grade not unlike that a teacher might assign. This is derived simply by multiplying the raw arithmetical score by five and assigning the appropriate letter grade to the percentile found:

90-100 = A; Excellent military history.

80-89 = B; Good historical treatment.

70-79 = C; Fair history.

60-69 = D; Passable history.

50-59 = E; Poor treatment.

less than 50 = F; Truly terrible.

A grade of “D”, “E” or “F” will inform the “Historian” gamer that there is little or nothing of interest for him here. Even if the game scores highly in one category, it will be so off the mark otherwise as to not be worth his time. A “C”-graded game *might* interest the historically-minded, if he has a special concern with the topic; look at the specific raw scores to determine its suitability. With a “B”, we have a game that will probably interest our amateur historian; check the raw scores for the low scoring category to highlight the weaknesses. An “A”, of course, will interest the historian and is unlikely to have any serious flaws standing in the way of the historical lessons. If one is very lucky, it may even be fun to play.

In the ratings which follow, the most advanced rules—with all historically-based optional and experimental rules—of the game is the version rated. To the “Historian”, playability takes a back seat to historicity. This article confines itself to ratings of traditional AH wargames, because that is the field with which the author is most familiar. However, Avalon Hill does have a number of fine historically-based non-military games that the “Historian” may also wish to explore. *CIRCUS MAXIMUS*, *GLADIATOR*, *CIVILIZATION* and *GUNSLINGER* are highly recommended.

I have listed the games considered in chronological order. This will give the reader some overview of the development, or lack of, of the “state of the art” as it pertains to historical accuracy. However, any conclusions drawn from such are purely those of the readers.

Finally, I repeat, this is NOT an attempt to rate any game as a whole—and certainly does not pretend to consider whether it is *fun* to play. That is the subject for another article—and certainly for another author.

The Ratings

D-DAY

OB-2 Map-3 Tactics-2 Strategy-2 Grade-F

One of the better of the classics for historical accuracy, but not good enough to satisfy the "Historian". Representative of the accuracy problems is the state of the OB. The Allied army is homogenous in the extreme. The US 2nd and 3rd armored divisions are 5-5-4s just like every other tank division; yet they were larger and more powerful in actual fact. Likewise the elite US 1st Infantry rates the same 4-4-4 strength as the green 106th Infantry. As far as *Tactics* go, since the earliest issues of *THE GENERAL* writers have commented on the limitations and extreme results of the combat system. There is no conceivable real life counterpart to this situation: picture the 158th "static" isolated in Cherbourg and attacked by the US 2nd Armored, 4th and 9th and 79th Infantry. A "6" is rolled, *A Elim!* Try the same battle in *THE LONGEST DAY*—even give your grandmother the Americans—and see if any Germans survive the week. The historically-minded gamer is better directed to *FORTRESS EUROPA* for a game of this scale.

WATERLOO

OB-3 Map-2 Tactics-1 Strategy-2 Grade-F

Napoleon and his opponents had many formations available for their use in maneuvering troops, lines, columns, *Ordre Mixte*, etc. Among them one will not find the "stack". This peculiar formation consists of 15 points of combat value, in any combination of cavalry and infantry and artillery. One more example of fanciful tactics: what is the proper use of 1-4 artillery batteries? Why, to be thrown in the path of the French Army to slow it down, of course. I challenge anyone to find an account of Waterloo which refers to either stacks or suicide artillery batteries, not simply because they didn't happen but because they simply couldn't. Skirmishers would have cleared away any lone artillery battery in minutes; and, while many games have stacking limits, such are normally based on historical logistic constraints or tactical doctrines of the time portrayed. There is a serious gap in the Avalon Hill game line yawning here, though the recently released *STRUGGLE OF NATIONS* may fill it.

STALINGRAD

OB-1 Map-2 Tactics-2 Strategy-2 Grade-F

It has been well established in *THE GENERAL* and other hobby publications that *STALINGRAD*'s Soviet OB is fanciful, and the German OB only slightly better. The game has all the familiar weaknesses of the "classic" CRT, extreme retreats and casualties, and simply fails to show the flow of the actual campaign. There is no great encirclements following deep penetrations, no Russian winter offensives, no partisans, workers and the other dramatic and important facets of the Great Patriotic War. Those interested in the Eastern Front should look down the article to *THE RUSSIAN CAMPAIGN*.

AFRIKA KORPS

OB-2 Map-3 Tactics-3 Strategy-3 Grade-E

Actually, not too bad a treatment of the desert war—but see *PANZERARMEE AFRIKA* for more and better. Research since *AK* appeared has shown many arrivals and departures to be in error (for example, the New Zealanders and South Africans were in action well before November of 1941) but these have not been corrected by later editions. The classic combat system does seem to work best here, of the games in which it was used, probably because smaller units like brigades and regiments often are destroyed by combat, particularly over such a long period as a fortnight.

MIDWAY

OB-2 Map-4 Tactics-3 Strategy-2 Grade-D

A word about the OB rating. While the arrival times and ship names are nearly right, the ratings of ship capabilities are seriously off. But one glaring example is the USN-IJN CA match-up. *MIDWAY* is virtually the only game to show the US treaty cruisers superior to the Japanese cruisers. The action off Savo Island rather conclusively demonstrated the contrary. The air strikes are too instantaneous, with spotting, take off, bombing, return and landing all occurring within two hours. Those interested in carrier warfare need to continue on to *FLAT TOP*.

JUTLAND

OB-5 Map-4 Tactics-4 Strategy-5 Grade-A

The first title from AH that could justly claim to be a "simulation" as the "Historian" would understand it. The weakness in *Tactics* refers primarily to the impotence of torpedoes. While certainly not as deadly as the "Long Lance" which sank the *Canberra* or "Tigerfish" which took the *Belgrano* down, neither were the dreadnoughts equipped with the extensive torpedo protection of later warships. Because one is unlikely to lose any battleships to torpedo attack, one is not likely to appreciate why Jellicoe turned away when threatened by the German torpedo boats.

ANZIO

OB-5 Map-4 Tactics-4 Strategy-5 Grade-A

Constant revisions have not only improved the play of the game, but kept it abreast of current "state of the art" in game design techniques for historicity.

PANZERBLITZ

OB-4 Map-3 Tactics-1 Strategy-2 Grade-E

The "panzerbush syndrome" ruins the rather good OB work in this game. If, however, one has *PANZER LEADER* and uses those rules, one can raise *PB* to an overall Grade of C. This is an example of a good game that was innovative for its time—one of the major developments of the hobby. But now it shows its age. See *PANZER LEADER* and *ARAB-ISRAELI WARS* for further developments of the system.

LUFTWAFFE

OB-4 Map-3 Tactics-2 Strategy-2 Grade-E

Bombing missions were sent to strike one or two targets at a time, not ten or twelve. It took several raids to "destroy" a city; sometimes dozens; sometimes the factories never were destroyed. The variations in casualties caused by the die rolls are grotesque. Considering the large numbers of planes involved, one should see moderation in the CRT, not extremity. And the time scale is beyond comprehension.

FRANCE 1940

OB-3 Map-3 Tactics-2 Strategy-2 Grade-E

In the historical campaign, DeGaulle's 4th DCR was strong (it had extra tank battalions attached) and usually effective, yet in the game it is a 3-4 like the other three DCRs which collapsed on first meeting the German panzers in battle. The hopelessness of the French cause in the game has led to some novel stratagems ("Is Defense Really Necessary?", Vol. 9, No. 5). In actual fact, the French *could* have won given a more enlightened strategy. In *FRANCE 1940*, only gamesmanship will save Paris.

RICHTHOFEN'S WAR

OB-5 Map-5 Tactics-2 Strategy-3 Grade-C

Father Time has taken his toll on this game system, and the limitations of the sequential movement procedure in air games have become apparent. And

yet, is there a "Tom Oleson" out there, ready to save *RW* from premature obsolescence? A complete rules rewrite, some simultaneous movement, and the maneuver cards included as a standard . . . and a grade of A is assured.

1776

OB-3 Map-2 Tactics-4 Strategy-3 Grade-D

The map is the major weakness here, and it adversely affects the strategy rating too. This is rather unusual, in that designers seem to have an easier time with maps than with any other component of a game design. However, in 1776, it is too easy to march around the wilderness areas of the Appalachians and upstate New York (to name but one example). At one point in the Saratoga campaign, it took Burgoyne one month [turn] to move the equivalent of one hex! This mobility is a major factor in the ahistorical development of a typical game. The British player can *always* chase down the Colonial armies if played correctly; whereas in the actual war, the Americans could easily decline to fight—and often did.

THIRD REICH

OB-4 Map-4 Tactics-3 Strategy-5 Grade-B

A good study of *Strategy* in the European theater. There are a considerable number of artificial constructs tactically—such as the various options, the five-factor air units, nine-factor fleets. Yet they work, and work well. The game is primarily one of grand strategy, and is quite instructive on that level.

ALEXANDER THE GREAT

OB-4? Map-4 Tactics-4 Strategy-4 Grade-B

The question mark for OB reflects the fact that little is reliably known about the Persian order of battle, most of it being a levy of poor quality troops. With that caveat, a good solid study of the battle. The main reason it does not score better in *Tactics* or *Strategy* is because of the virtual ignoring of command control by the designer/developer. This is a difficult aspect to simulate, it's true. Yet the problems of control are so central in understanding how ancient warfare was conducted that leaving it out cannot but lessen the impact of an otherwise fine game as a teaching device.

PANZER LEADER

OB-4 Map-3 Tactics-3 Strategy-4 Grade-C

The major deficiency of this system is the concept of "dispersal" as it pertains to vehicular units. For years I've tried to rationalize what, exactly, this is supposed to represent—to no avail. Essentially, it is a design abstraction, meant to give one the results of a battle though not for realistic reasons. Armored units simply do not react to losses in the same manner as infantry units. This is for a variety of physical and psychological reasons having to do with such disparate factors as radios, the armor protection itself, the simple fact that a tank is a crew-served weapon that provides a measure of security as long as it is functioning, and so forth. A graphic example of this is to consider the effect of 20% casualties to an infantry platoon and to a tank platoon. In the case of the infantry, there is a good chance that the unit will be shaken up by the eight of ten dead and wounded that 20% would represent—shaken to an extent that the unit would cease to function. This would be particularly true if some NCOs or the platoon leader were hit. With a tank platoon, the reaction is more likely to be to carry on. The crews of the surviving tanks feel relatively safe and secure as long as *their* vehicles have not been penetrated. A further system problem, and one I notice (being an artilleryman), is the effect of crowding more troops into a hex. Contrary to what one might expect, everyone is *less* vulnerable. This is because the attacking factors are divided up and shared between all the defenders.

WOODEN SHIPS & IRON MEN

OB-4 Map-4 Tactics-4 Strategy-4 Grade-B

The finer points of maneuvering under sail are glossed over, and since in mastery of these elements lay the real superiority of "Elite" and "Crack" crews (and the American and British navies), I do not feel *WS&IM* should get the highest ratings. It is, nevertheless, the best "Age of Sail" boardgame on the market, and has been for over a half a decade. Perhaps design techniques are just not up to reflecting the advantages of a well-crewed sailing ship. The difficulties of signalling and controlling fleet maneuvers are also not well represented.

TOBRUK

OB-5 Map-4 Tactics-5 Strategy-4 Grade-A

Mr. Hock is always quick to leap to the defense of his design, and has always been very convincing in his arguments. But, there is a weakness in the morale rules in that the troops seem to hang in there past the reasonable breaking point as long as other units are nearby. The problem stems from the observation that the state of the other units is never considered. The result—a single squad that has six men left in it is in a more precarious morale situation than three squads, each with but two men left. *TOBRUK* is at its strongest when dealing with physical phenomena, with a quantifiable data base (armor penetration, effective ranges, and other such mundane matters). I personally think *SQUAD LEADER* does a better job with that very difficult to quantify element of battle—the men themselves. The map rates a "4", because only a salt flat is this feature free; I would have given it a three, except for the optional rule allowing a small protective bonus for those vehicles who search for it. This mitigates, somewhat, the "sand sea" effect.

KINGMAKER

OB-3 Map-3 Tactics-2 Strategy-4 Grade-D

The major tactical failing is the siege rules. Only in *KINGMAKER* can a force of 210 factors always beat a force of 200 in a castle; yet, if the troops left the castle to fight in the open (even leaving behind the 100-man garrison), half the time the smaller force will escape! Somehow, it makes all the effort medieval monarchs spend on castles rather pointless. In the designer's notes will be found ample justification for the map and OB scores as Mr. McNeil honestly specifies the liberties taken with history for the sake of playability.

DIPLOMACY

OB-1 Map-2 Tactics-1 Strategy-3 Grade-F

A great game; lousy history.

WAR AT SEA

OB-2 Map-3 Tactics-2 Strategy-2 Grade-F

WAS is not really a serious attempt at simulating history. It is, first and foremost, a game. Why, the French Navy is left out; *Graf Zeppelin* is put in; the *Bismarck* and *Tirpitz* are virtually unsinkable; and more. That's just the OB. There are no naval tactics in the battle procedure (may the best die roller win); and strategically one learns nothing of the problems facing the Admiralty or the Kriegsmarine.

CAESAR ALESIA

OB-4 Map-5 Tactics-3 Strategy-4 Grade-B

The best that can be said for the tactical system is that it plays well, and it doesn't detract from the strategic aspects of the game—which is what it's all about. The map, considering the difficulties in researching the subject, is superb.

THE RUSSIAN CAMPAIGN

OB-4 Map-3 Tactics-4 Strategy-4 Grade-C

In this game we get the great encirclements, deep penetrations and massive battles of the Eastern

Front. Sometimes the rules allow rather peculiar things to happen. (I remember one game in which HQ Army Group South captured Rostov and Stalino ahead of the panzer corps in the mechanized movement phase!) But, overall, some historical points are made in an entertaining manner. It is worth repeating, at this point, that a game should be judged at the level of abstraction chosen by the designer/developer. If a game is set at corps level, it will reflect events of significance at that level—and not lower. In a corps-level game, the exact unit composition and strengths of a particular corps are not significant, especially in the context of a four-year campaign. Corps are, by their very nature, flexible in composition. It was not unheard of for a "panzer" corps to contain no tanks at times. Divisions were reassigned from corps to corps according to battlefield requirements. The Russians were (and are) more rigid in the composition of "Tank" and non-tank armies, but exceptions were not uncommon even for them.

ARAB-ISRAELI WARS

OB-3 Map-4 Tactics-4 Strategy-4 Grade-C

The concept of dispersal still seems artificial for AGVs, but it is put to good use in this design to reflect the difference in troop quality in a simple and playable way. The OB work suffers from the inadequate sources available so soon after the October War of 1973. Only now, a decade later, is better information becoming available.

VICTORY IN THE PACIFIC

OB-3 Map-4 Tactics-2 Strategy-4 Grade-C

Although clearly not aimed at the "Historian", the game does surprisingly well in highlighting certain aspects of the Pacific War. As one can see from the many variants and additions to this game and its sister *WAR AT SEA*, there is much to quibble about as far as specific factors and arrival dates are concerned. In the larger context of strategy, and effect, the game is at least as close to a simulation as most games promoted by other companies—and as playable.

SQUAD LEADER

OB-3 Map-5 Tactics-4 Strategy-4 Grade-B

Here I tread lightly; there are some real fanatics out there. Yet, in truth, the basic game is certainly not the total simulation; otherwise, why would there be three more gamettes? The order of battle for *SL* is stylized, especially the rules and counters covering AFVs. Probably the more significant unreality of the system, and one that is not really solved in the later gamettes either, is the twin problems of limited intelligence and of command and control. I actually cannot see how any tactical game can playably solve these problems in their current format. This does not invalidate them; but the gamer looking for historical simulation must keep this limitation in mind.

SUBMARINE

OB-4 Map-4 Tactics-3 Strategy-3 Grade-C

This game has so much promise, yet certain rules (particularly advanced surface combat and the collision rules) rob it of the right effect. For example, if the *Yamato* runs down an old US "S" class boat, she will be half sunk and ol' *S-26* may escape without a scratch! The basic game surface gunnery table is more accurate in its depiction of the dangers to submarines operating on the surface faced when fired on by escorts. The underwater rules are quite nice however, and the escort and submarine commanders will both sweat a bit during the "cat and mouse" game that is the trademark of ASW. This game is one of the few cases where a basic game rule is recommended for the "Historian"; players should always use the basic game gunnery table (multiply by ten to get the number of hit points in-

flicted) and agree on a more reasonable "house rule" for collisions involving submarines.

AIR ASSAULT ON CRETE/MALTA

OB-4 Map-3 Tactics-4 Strategy-4 Grade-C

The map and terrain effects analysis does not seem quite as sophisticated as the rest of the design, and the role of headquarters is rather slighted when compared to other games (such as *THE LONGEST DAY*) with battalion counters.

CROSS OF IRON

OB-4 Map-5 Tactics-5 Strategy-4 Grade-B

While *COI* still rates a B, it is a "higher" B than that given to *SL*. This is due to the more detailed treatment of armor and ordnance. Command, control and communications ("C3" to those in the defense community) is still only passingly dealt with. But the *SL* system is improved by *COI*.

NAPOLEON

OB-3 Map-4 Tactics-3 Strategy-4 Grade-C

For a simple game, this title does very well at conveying the flavor of the historical situation. The strategic situation is very well modeled. The OB is rather suspect, there not being any direct correlation between numbers of troops and the numbers of CF. All in all, it is proof that simplicity does not necessarily imply total lack of historical veracity.

TRIEMME

OB-3 Map-4 Tactics-4 Strategy-3 Grade-C

This game appears to be more historically accurate than it actually proves to be upon closer examination. While the ship classifications are logical enough, they are basically educated guesswork. Not enough is known about the ancient ships to support such a detailed and explicit breakdown. As for *Strategy*, the critical problem facing an ancient admiral was command and control or, rather, the total absence of it. Once battle was joined, the admiral had no control whatsoever over its course. Even in the age of sail, there was at least a system of signal flags to transmit simple orders. In 400 BC, there was nothing. The lack of any restrictions upon the players control of individual ships ensures that the players learn little about how the victories we read of really came about.

FURY IN THE WEST

OB-4 Map-4 Tactics-4 Strategy-4 Grade-B

A good, solid treatment of a Civil War battle. The confusion of the historical engagement is not really present though, and because this confusion was a dominant characteristic of the battle, it's absence detracts from the historical lessons. In fairness, it must be repeated that limited intelligence is the most difficult facet of warfare for two-player wargames to simulate. When one has a situation, such as at Shiloh, where the commanders were not always certain of the location of their own units, not to mention the enemy, an accurate simulation may be impossible.

GETTYSBURG

OB-5 Map-5 Tactics-4 Strategy-5 Grade-A

Playing it is the challenge.

AIR FORCE/DAUNTLESS

OB-5 Map-4 Tactics-4 Strategy-4 Grade-B

There are a few problems with this game. Perhaps the most glaring is the not uncommon occurrence of a head-on pass with neither player firing any shots. Let us say we have two fighters, at the same altitude, level bank, facing each other at twelve hexes. If both fly dead ahead at a speed of seven, they will fly right "through" each other with nothing happening except maybe a friendly wave.

WAR & PEACE

OB-4 Map-2 Tactics-4 Strategy-5 Grade-C

There are some serious problems with the map (in another hobby publication the developer addressed that criticism less than satisfactorily). Perhaps the most glaring error is the major river running southwest of Kiev. A look at any good atlas will reveal that no such river exists. This is not nitpicking, for a gross error such as this calls into question the accuracy of the rest of the map as well. How much can we trust the designer's (or developer's) decisions in other areas requiring a judgement call when this kind of error is made? Despite this, the game does seem to reflect the historical course of events rather well on the plane of pure strategy.

CRESCENDO OF DOOM

OB-5 Map-5 Tactics-5 Strategy-4 Grade-A

A word about tactical games is in order here. I do not see how a tactical game can reasonably rate a "5" in the section *Strategy*—particularly land combat games. A wargamer is sitting securely at home, with an excellent overview of the developing situation and perfect information about the state of his own troops. This is quite different from the experience of the tactical field commander. While a game cannot, of course, simulate the element of personal and professional fear, until a game can capture the confusion of the battlefield in the *mind* of the player/commander (as opposed to some "scatter" rule or other artificial construct which merely messes up the pieces), it can never show one *why* firefights happen as they do. At this stage of development of the hobby, miniatures play has a better handle on this aspect.

FORTRESS EUROPA

OB-4 Map-4 Tactics-4 Strategy-5 Grade-B

This is an opportune time to remind the readers, particularly those who love *FE*, that such a rating is very good, and a game rated *B* is certainly a decent simulation. The stacking rules in *FORTRESS EUROPA* are really poor, and distort the usefulness of such units as the Tiger battalions and British armored brigades. Many players adopt a house rule of some sort to compensate and this, if thoughtfully done, improves the simulation effect. I like to borrow from *ANZIO* and count the battalions free, and the brigades as half a division but other compromises are certainly reasonable.

THE LONGEST DAY

OB-5 Map-5 Tactics-5 Strategy-5 Grade-A

I think the most impressive aspect of this design has nothing to do directly with the play of the game. I am most taken by the bibliography and annotated design notes. For the first time, a designer laid it right on the line, in specifics, about how and why he designed each facet of the game in the manner he did. This is Randall Reed's final and definitive rebuttal to the would-be game reviewer. One can almost hear him say, "I dare you to nitpick this one!" If more designers and publishers backed up their questionable decisions with sources and data, they would not be facing the many (such as I) panning the design for inaccuracy. I think *TLD* is not just a game, but the first work to come out of the hobby that is truly better than a major book on the topic. Just as a book, it is chock full of data, fully substantiated and integrated; but, better than a book, it explores the dynamic potential of the event and its possible outcomes. In this way, *THE LONGEST DAY* is a landmark game—as important as *TACTICS*, *1914*, *PANZERBLITZ* and *SQUAD LEADER*. Due to its great size and long playing time, only now is the game beginning to get the attention it deserves from the hobby as serious players discover the full depth of the game and the simulation. It truly is Avalon Hill's opus. Any player terming himself a "Historian" will want to

own a copy of this greatest of simulations.

BISMARCK

OB-5 Map-4 Tactics-5 Strategy-5 Grade-A

The high ratings for this game are based primarily on the rules presented in the last fourteen pages of the rulebook—the Advanced Tactical game. This is not to say that the rest of the game is poor, on the contrary, the basic and intermediate games are very good. But the advanced game is the best representation of the naval gunnery problem to ever see print in any naval wargame by any publisher. The reader will note that I do not qualify this statement. My particular interest in wargaming is the naval sphere, and I have played virtually every naval wargame published to date (a somewhat easier task than playing every Eastern Front wargame, I grant you) including miniature rules. My sole concern with the rules of this best of naval games the lack of any provision for collisions; as this was an important consideration in maneuvering formations under fire, it should have been included. For the first time in wargaming, the player can actually "salvo chase" just as we've been reading about for years. These rules also give destroyers a fighting chance of not being smashed by 15" guns, and highlight why all those 5" and 6" guns were carried by battleships. Truly, this is the "state of the art" in tactical naval games.

THE BATTLE OF THE BULGE

OB-5 Map-4 Tactics-4 Strategy-4 Grade-B

A good effort; but the map still seems a bit simplistic considering the terrain of the Ardennes.

THE GUNS OF AUGUST

OB-3 Map-4 Tactics-2 Strategy-2 Grade-E

If the reader has been following along, he will have noticed that it has been quite a while since an AH game rated a bad grade. The state of the art in game design has been advanced much by AH in recent years, and even the "game" as opposed to "simulation" designers have managed to avoid mangling history. *THE GUNS OF AUGUST* reverses the trend; it fails utterly as history. Zones of control are all wrong for a game of this scale in this period. In *1914* (out of print), army corps occupying a fraction of the territory represented by one *GOA* hex didn't have a ZOC, yet in this game they can extend their influence scores of miles. Even a modern US Army corps, with a mechanized division and an armored division would have trouble covering the ground controlled by a *GOA* conscript infantry corps. A perfect example of how this distorts history is found on the Italian Front. There, each side has a salient which lasted a couple of years (note the 1916, '17 and '18 Start Lines); yet in the game, these are untenable and will likely be abandoned because they are out of supply. Trenches were a dominant (to put it mildly) feature of WWI combat, yet they are of minor importance in *GOA* with small effect on combat. This game is certainly a step backward from the excellent *1914* for the "Historian".

STORM OVER ARNHEM

OB-3 Map-5 Tactics-3 Strategy-4 Grade-C

The sum is greater than the parts. This game does give a remarkably good account of the fighting for the Arnhem Bridge—better than any *SQUAD LEADER* style treatment would. However, a recent article in another hobby journal called the accuracy of the OB into question, citing several sources which indicate some shoddy research; if the designer can justify his OB work, then that rating would go up a point, improving the overall grade.

FLAT TOP

OB-5 Map-5 Tactics-5 Strategy-5 Grade-A

The definitive game on carrier warfare. Add an umpire to give 100% hidden movement (and hidden

searchers), and one would come as close to perfection as possible with cardboard and dice. This is not to say that there aren't nits to be picked (for example: the P-38 is no better than the P-40 in air-to-air combat, and dawn should break an hour earlier over Espiritu Santo than it does over Port Moresby over 15 degrees longitude further west). Nits are nits however, and such minor points do nothing to detract from any of the above ratings.

PANZERARMEE AFRIKA

OB-4 Map-4 Tactics-4 Strategy-4 Grade-B

An improvement in every way over *AFRIKA KORPS*. The OB Alternatives are a nice touch, but there is not enough information on how these alternatives could have come about. I have read that there was indeed a plan afoot to send the US 1st Armored to the Eighth Army front; a brief paragraph or two about why it wasn't would change a minor game variation into an interesting historical tidbit for the players. Avalon Hill should add to the development of outside-designed games just such material to increase the players', both old and new, enjoyment. The company's release of previously published games should always seek to provide a superior product to the original—both in terms of play and in terms of history.

Conclusion

Doubtless, at this point, a number of the readers are thinking, "So who is this guy, who proclaims himself capable of passing judgement on these games?" Basically, I am one of you. I have been playing wargames for over a decade and am an active member of AHKS. Besides having not a little of Jon Freeman's "Historian" aspects, I also am a "Military Enthusiast", "Hobbyist" and "Gamer" to various degrees. As noted, I do have a special interest in naval subjects, dating back to my first wargame—*MIDWAY*. I do not have an advanced degree in history, nor have I written on the subject. I don't feel it would be helpful in any case. As those who are professional historians know, their knowledge is extremely specialized and, unless they are reviewing a game on their topic, they are no better qualified than any amateur historian such as myself. Indeed, my interests range over the entire military history of mankind. Over the years I have learned what is good history, and what is sloppy work. If I can highlight a problem, think what a professional could do.

This rating scheme is designed to guide the historically-minded gamer in his considerations of which AH titles best match his interests in more detail than the much-maligned RBG. I will be pleased to hear from those who have constructive comments on the historical accuracy of the various titles above. Perhaps in the future we can update the ratings based on these responses. Write to me, enclosing a SASE, Seth Owens, 105 Pierce Street, New Bedford, MA 02740.

Recapitulation

Letter Raw

Grade Score Game Title

A	20	FT, TLD
	19	BIS, COD, GE
	18	AZ, COI, JU, TB
B	17	AF/DL, CAE, BB, FE
	16	AL, FITW, SL, 3R, WS&IM, PAA
C	15	AOC, AIW, SOA, RW, TRC, W&P
	14	NP, PL, SUB, TR
D	13	VITP
	12	KM, MD, 1776
E	11	GOA, LW
	10	AK, FR, PB
F	9	DD, WAS
	8	WAT
	7	DIP, STAL





FLATTOP GAMEMASTERED

By Jim Burnett

One of the greatest anomalies in wargaming is the seemingly vast amount of information available to each player. This is not too disconcerting in a large scale strategic land game—most general staffs tend to know about how many corps the enemy have and a fair idea of where they are. Where this does drastically affect play is in a tactically-oriented naval game like *FLATTOP*—even with its new rules for search and “hidden movement”. The sight of task forces dodging observation planes can be quite odd. The obvious solution is to get a third person involved to handle the “fog-of-war” type bookkeeping. Despite the fact that this seems like work rather than play, the job has its rewards. It is truly fascinating just to observe the players map strategies and make moves based on limited information. While all of this can be handled easily by mail, a multi-player face-to-face or phone game with all players in separate rooms presents real gaming excitement.

With this in mind, the following sub-set of rules is presented for the gamemastered version of *FLATTOP*. Those rules numbered less than twenty are considered to be the basic gamemastered version; those twenty and above are advanced command control rules and should be used only by players wanting even further realism. These are especially effective in the multi-player environment. With care and attentive play, the rules should not bring any significant increase in playing time.

1.0 Introduction

This version of *FLATTOP* is for game-mastered games. The games may be face-to-face, play-by-mail, or play-by-phone. If used FTF, it is suggested that three different rooms be available for play. The following abbreviations are used:

GM Gamesmaster
AF Air Formation
CAP Combat Air Patrol
GP General Purpose (AMMO)
BHT Basic Hit Table
TF Task Force
RT Radio Transmission
CW Coastwatcher
AP Armor Piercing (AMMO)
ASW Anti-Submarine Warfare

2.0 The GameMaster

2.1 The gamemastered game is played by three or more people. The number on each side may be determined as in an ordinary game, but one participant will act as GM and will not play for either side.

2.2 It is the job of the GM to receive orders from each side each turn, interpret and process the information, and report the results to each player.

2.3 The GM is in charge of all facets of the game and is the final arbiter in all rules questions.

2.3.1 The GM will make all die rolls.

2.3.2 All communications between opposing sides go through the GM. If playing a full command control multiplayer game, all communications between *all* players should go through the GM.

2.4 The GM will follow all rules of the game (both as presented here and in the regular rules book) and interpret all orders impartially.

3.0 Orders

3.1 All moves and actions during the game are sent from players to the GM in the form of orders

for each TF, AF, base or other unit. All planned moves and combat for a turn must be included in that turn's orders.

3.2 Orders may be written provisionally and may contain as many cases and sub-cases as a player deems necessary.

3.3 It is the duty of the player to make certain that he says what he means. Unclear and ambiguous orders will be interpreted by the GM as best he can. Self-contradicting orders may be treated as “no move”. This will be even more crucial if using the command control system described below (Section 20).

3.4 AF orders will cover the complete flight and combat of the unit. Desired decision points for the unit must be spelled out in advance and each desired branch action spelled out.

3.5 EXAMPLES:

3.5.1 “TF 2 at B/M23 shell Henderson Field.” This order is clear, assuming that all ships in the TF were to be used in the shelling.

3.5.2 “AF 23 attack enemy TF at B/P33.” This order has too little information. It makes no assignment of planes to types of ships and no mention of altitude or bombing mode. It also does not say what to do if the TF is no longer at P33.

3.5.3 “AF 17 move N4, NW2—do not divert but report all sightings—high altitude.” This order is eminently clear and concise.

3.5.4 “All planes AF 6 bomb Buna low if aircraft are on the ground.” This order is provisional but clear.

3.5.5 “AF 3 fly N until hex DD03 is reached or if a TF is spotted. Shadow TF as long as fuel per-

mits. Return to base by fastest route. Report back every turn of shadowing. If DD03 is reached and no TF is spotted, fly S back to base." While very detailed these orders may still have some holes in them in a command control game.

3.6 A player will state in orders for each AF, TF, base, and independent ship the report numbers for conditions 1 and 2 (as in regular rules Section 7.).

4.0 Reports

4.1 The GM will return reports to each player after he resolves all actions for a turn.

4.2 The report will give all observations made by the player's units, weather conditions, and all combat and results (but not the opponent's exact losses) as well as any other pertinent information.

4.3 During night turns, the GM may wish to run two turns at once, saving time—especially if the game is played by mail. This would simulate the use of less personnel during night hours.

5.0 Sequence of Play

5.1 The sequence of play is the same as the regular rules except for the deletion of the Initiative Phase.

5.2 The Plane Movement Phase is changed to read—the GM moves all planes (simultaneously) per their orders.

6.0 Weather

6.1 All weather rolls and cloud movements are handled by the GM.

6.2 Each player is only told the cloud positions that he can see. Cloud cover may be seen by any unit in any hex in or adjacent to the cloud pattern.

6.3 Wind direction for an area is reported if and only if a player has any observing units in that area.

7.0 Observation

7.1 The GM will report to each player what each unit sees during its movement.

7.2 Observation conditions and use of the Search and Shadow Tables are per the regular game (except in the command control rules presented below).

8.0 TF Move and Shadow

8.1 TFs move as in the regular game. Movement notation on orders should be written start hex, move, and end hex.

8.1.1 Moves should be listed as direction (N,NE,SE,S,SW,NW) and the number of the hexes moved from and to.

8.1.2 EXAMPLE: "TF 3: AA25 - NE1,N1 - BB23"

8.2 If both TFs are ordered to shadow, neither moves.

8.3 A TF with radar can shadow with one subtracted from the die roll. It can be ordered to move into the shadowed unit's hex if possible.

8.4 A unit shadowing at night has two added to the die roll (one for a submarine).

8.5 A unit with an observation level of three has one subtracted from the shadow die roll.

8.6 Cloud modifiers to the Shadowing Table are only applicable to AFs.

9.0 Plane Movement

9.1 All plane movement is considered to be simultaneous.

9.2 Plane movement is ordered just like TF movement (8.1). Planes may also be given a variety of orders such as altitude changes, shadowing, divert

to observe, shadow from one hex away, etc. The player must still obey all rules and is again at the mercy of the ability of the GM to interpret meaning.

9.3 Special Interception only occurs when planes are ordered to remain in the hex (for one or more MP) in which they engaged in combat the previous turn. Such movement is designated by "0" (this counts as one MP used) and results in observation being made in the subject hex. The special interceptors must also start their turn in the hex (EXAMPLE: Player A bombarded AA25 in the previous turn. this turn he moves "AA25 - O,N4 - AA21." He has used five MP and may be attacked in AA25 if the opposing player retains a CAP force there and the player will be told anything that could have been observed in AA25 for the turn.)

9.4 Altitude. Going from LO to HI anytime during a turn costs one MP. Altitude changes must be noted on the order sheet. If players wish they may use an overscore for HI altitude and underscore for LO.

9.5 Ready CAP. Ready CAP represents planes which are on the ground or CV in alert condition. These planes may take-off to intercept only in the hex in which they are located. The number of planes which may be launched and the altitude which they may attain is dependent upon the amount of warning available from the incoming strike. Orders for ready CAP should give the GM an idea of the size of attacking formation needed to trigger a reaction. A player might be willing to take his lumps from two incoming planes but would want to throw up all available planes to react to a force of ten.

9.5.1 Ready CAP may consist only of regular interceptors.

9.5.2 Table 9.5 gives launch capacity as a factor of warning versus desired launch altitude.

Hexes of Warning Given					
Altitude	1	2	3	4	5+
LO	—	MIN	NOR	NOR	MAX
HI	—	—	—	MIN	NOR

TABLE 9.5

9.5.3 The GM will form the ready CAP aircraft which are able to launch into an AF and resolve combat as normal interception.

9.5.4 To prevent overuse, ready CAP may only be used during daylight hours.

9.5.5 Players should realize that ready CAP is two-faced. If a small strike triggers interceptors, a large strike three turns later may find those same interceptors on the ground readying and unable to answer the call.

10.0 Surface Combat

10.1 For PBM games, each player should include the die number (regular rules 19.4) and any other attack/defense instructions with the TF orders. This includes screens, torpedo attacks, and breakthrough instructions.

10.2 DDs may bombard, but with only a BHT of 4.

11.0 Combat Resolution and Damage

11.1 The GM is in charge of all combat resolution. The report to each player will be in the form ATTACKER/DEFENDER/HT/FACTORS/RESULT. The GM will report the results of friendly action as if a die roll of "3" or "4" had occurred (i.e. the expected result). A player's own losses are reported precisely.

11.2 The entry under FACTORS should not be used to inadvertently report losses (EXAMPLE: In an air raid on a base, AA fire would normally destroy two planes out of eight attackers. If a "6"

is actually rolled and four are lost, the GM still reports to the base defender that he destroyed two planes and is under attack by six. If the attackers stay in the hex to assess damage next turn (9.3), then the actual number of planes overhead will be reported (assuming normal observation conditions).

12.0 Submarines

12.1 Submarines may operate at three levels—surface, periscope, and deep. The deep level may not be used in partial land hexes.

12.2 A submarine may move one hex per turn on the surface, one hex per even hour at periscope depth, and may not move if deep.

12.2.1 A submarine is moved based on its depth at the beginning of the movement phase.

12.2.2 A submarine may change to any depth during movement.

12.3 A sub may observe up to condition three only in its own hex if it is on the surface (air units may be observed at condition one if one hex away and HI and any sub with radar may observe normally); up to condition two in its own hex only if at periscope depth; and only condition one if deep.

12.4 A sub may send/receive RT at either periscope depth or on the surface.

12.5 A sub on the surface is subject to normal detection.

12.5.1 A sub at periscope depth is only observed if it attacks a ship or is in a hex with a TF containing DDs which did not move that turn.

12.5.2 A deep sub is only observed by a TF with at least four DDs which did not move that turn; and the sub is told only that there are ships overhead.

12.6 If a sub is on the surface and is involved in combat, the attack against the sub is resolved first.

12.6.1 If a sub is at periscope depth, the sub's attack is resolved first.

12.6.2 Deep subs may only receive attacks.

12.6.3 During night turns, the sub's attack is always resolved first.

12.6.4 A sub may be ordered to dive upon receiving an attack (e.g. from surface to periscope depth for an air or surface attack and from surface or periscope to deep for an ASW attack). This will happen during the combat phase and will have an effect on the movement capabilities for the next movement phase.

12.6.5 A sub which dives under an air attack cannot make an attack itself that turn.

12.6.6 A sub which dives under a surface or ASW attack before making its own attack has the surface or ASW attack resolved at its new depth.

12.6.7 A sub which dives after making an attack has the surface attack resolved at surface level and the ASW attack resolved at periscope depth.

12.6.8 A sub which begins and ends its move in the same hex with ASW units has the ASW attack resolved at the most favorable depth to the ASW combat (surface or periscope) which the sub was at during movement.

12.6.9 Per the above, it would be possible for a sub on the surface to dive to periscope depth before combat, thus escaping shelling, fire its torpedoes at periscope depth, then suffer an ASW attack at that depth, and then dive deep. If the ASW units remained overhead during the next turn and the sub elected not to rise, it would only suffer a deep ASW attack that turn.

13.0 Ammunition (Optional)

13.1 Ships must declare whether their ammo is GP or AP.

13.1.1 GP ammo is used only against bases and small ships.

13.1.2 AP ammo is used against all ships.

13.2 If ammo is used against the wrong type of target, four is subtracted from the BHT.

13.3 Ammo may be split up among the total factors available in any amounts desired, but the GM and players must be careful to note which type has been used.

14.0 Launch Under Attack (Optional)

14.1 If a base or CV is attacked in a turn in which it used maximum launch, it is considered to have planes on the ground (CV) for purposes of computing losses during that attack. Losses will be subtracted from that AF before its combat is computed. Note that this will be slightly difficult if the launched AF is intercepting the attacking formation. In this case, the GM should pre-figure for normal losses and then resolve combat normally.

14.2 The same thing will occur if the attacker has the attacking planes overhead at the beginning of a turn's movement phase and the other player makes any type of launch.

15.0 Forms

15.1 Several Xerox copy forms for use with the above rules are available from Jim Burnett, 606 Timbercrest Dr., Clinton, TN 37716. They include forms for the players and GMs and have space for the orders, moves, conditions, and make-ups of AFs, TFs, and bases. Please enclose \$1.00 and a SASE with two stamps when ordering. Orders without either cannot be processed.

[The following rules compose a section of increased complexity and realism for the player. They are especially designed for the gamemastered game and are equally useful when used in FTF or PBM games. The rules are to a large extent inter-related so players are encouraged to use all or none. For play-balancers, the CW rules will give the Japanese player a slight break.]

20.0 Command Control

20.1 In any game, the player is assumed to be controlling his forces at some command level. *FLAT-TOP* players are base or TF commanders. For increased realism, the operation of units at lower levels is subject more to the orders of command rather than the actions of command. In a simulation of this type, communication is a problem between units if command levels are realistically considered.

20.2 These rules are also applicable to multi-player games, with the only change being that the GM should allow direct communication only between players who occupy the same hex.

21.0 Control Levels

21.1 Each player may only control TFs which contain either BBs or CVs and bases.

21.2 All other units are considered non-controlled and are subject to orders issued by higher commands.

21.3 Orders must be prepared in advance for submarines, non-controlled TFs, and independent ships.

21.4 Any changes in the above orders must be made by RT (22) unless the non-controlled units are in the same hex as a controlled unit.

21.5 AF orders are given upon launch and may be changed only by RT.

TABLE 23A (Islands)

ISLAND	CORAL SEA		EAST. SOLOM.		SANTA CRUZ		GUADALCANAL	
	USN	IJN	USN	IJN	USN	INJ	USN	INJ
San Cristobal	C		C		2C		2C	
Malaita	C		C		2C		2C	
Guadalcanal	3C		3C,T	2T	3C,2T	3T	3C,3T	2T
Russell Islands							C	
Santa Isabel			C	T	C	T	C	T
Rendova		T		T		T		T
New Georgia	C		C	2T	C	2T	C	2T
Kolombangara		T		T		T		T
Choiseul				T		T		T
Vella Lavella				T	C	T	C	T
Treasury		T		T		T		T
Bougainville	2C	2T	2C	3T	2C	3T	2C	3T
New Ireland	C	2T	C	2T	C	2T	C	2T
New Britain	2C	4T	2C	4T	2C	4T	2C	4T
Fergusson	C		C		C		C	
New Guinea (N)	2C	2T*	2C	4T	2C	4T	2C	4T
New Guinea (S)	4T		8T		8T		8T	

C = Coastwatcher

T = Troops

* = must be west of star

TABLE 23B (Bases)

BASE	CORAL SEA		EAST. SOLOM.		SANTA CRUZ		GUADALCANAL	
	USN	IJN	USN	IJN	USN	INJ	USN	INJ
Espiritu Santo	T		R		R		R	
Ndeni	T		R		R		R	
Florida		B	T		T		T	
Henderson			R		R		R	
Shortland		B		B		B		B
Buka		T		B		B		B
Rabaul		T		R		R		R
Lae		T		R		R		R
Buna				B		R		R
Gasmata				B		R		R
Buin						B		B
Port Moresby	R		R		R		R	
Gili-Gili			R		R		R	

T = Troops

B = Base

R = Radar

21.6 Orders may be as complex and detailed as desired but are still subject to the interpretation of the GM.

22.0 Radio Transmission

22.1 All enemy RT is assumed locatable by radio direction finding.

22.2 RT may only come from player control locations (21.1).

22.3 RT is assumed to have two forms: coded and uncoded.

22.3.1 Coded messages may be sent from and to ships, bases, subs, and TFs. These messages are subject only to the disclosure to the enemy of the sending location. Note that these orders do not actually have to be in code but are merely interpreted by the GM as if they were. As such, content is not given to the enemy; only the fact that a message (coded) was sent from the particular hex.

22.3.2 Uncoded messages must be used for transmission to and from AFs. These messages are subject to both content and sending location disclosure to the enemy.

22.4 A player may send a message and not request an acknowledgement of receipt, in which case the sending hex only (plus the content if sent to or by an AF) is revealed to the enemy. If such a message is sent, the GM will roll a die and a result of "6" means that the message is not received. The act of acknowledging receipt of a message means that the message was received (we will assume that the sending unit will continue transmission until acknowl-

edgement is made) but that also that the receiving location is also revealed (and the acknowledging content is told to the enemy if the receiver is an AF).

22.5 Reports of combat results from non-controlled units will be withheld from the player until they make RT or join a controlled location. Thus the losses to an AF in an attack will not be revealed until that unit lands, unless the player wishes to risk RT.

22.6 Orders must state when RT is to be made for non-controlled units. This is important if players do not wish to give away TF locations by calling for RT from AFs in the air.

22.7 The originator of RT is assumed to be the base or TF which is controlling the receiving unit.

22.7.1 An AF receives from either its launch or landing point only.

22.7.2 Ships and subs receive from the TF or base assumed to be most concerned with their mission unless another has been specified by the player. The GM should use discretion in allowing players to change these locations indiscriminately.

22.7.3 Each player should designate a main HQ base (usually Espiritu Santo for the USN an Rabaul for the IJN). Messages otherwise unassigned are assumed to pass through these HQ.

22.7.4 Ready CAP automatically has orders to intercept attackers the turn of launch. All further orders must be sent to these units by RT.

22.7.5 If a shadow plane is to "vector" an attacking AF to its target (not a normal practice), RT must

be established for every turn (including the first) for both units and the TF until the target is reached. This definitely warns the enemy that an attack is on the way and meets the warning requirements of 9.5.

22.8 Optional. Since larger aircraft carried radiomen, all four engine planes may use code also. Escorted bombing missions may still not use code since the escorts would still have to have RT.

22.9 EXAMPLES:

22.9.1 Player A wishes for an unattached DD to join TF3. TF3 would send a message to the DD keying the GM to alter the pre-written orders for the DD. Assuming the DD acknowledges, the enemy is told the locations of both the DD and TF.

22.9.2 Player A wishes to notify his AF4 that the CV landing point has been changed. Acknowledgement is not requested. The enemy player is given the message and sending hex but not the receiving hex. If the GM rolls a "6", AF4 continues to the previously arranged landing hex and finds no CV. Obviously the player could give locations keyed off of previous locations, such as "new hex SW2" or other misguidance he thinks the GM will understand.

22.9.3 A submarine sights a TF and the player wishes to redirect an AF to shadow. The sub, base or CV, and plane locations are given as well as the contents of the message to the plane.

22.9.4 A shadow plane informing his base or CV of a TF location would have his own message and location revealed.

23.0 Coastwatchers and Troops

23.1 In the game, coastwatchers and troops are entirely too powerful in their capacity to observe. These observers are everywhere at once on what are often very large islands. The following rules are designed to restore them to their proper perspective.

23.2 The Allied and Japanese players have observers on the listed islands and bases per Tables A and B. These tables list the troop and CW concentrations for each historical scenario. Note that these are major changes from the map listings. In most of the central islands, CWs were not assigned and did not appear until early 1943. They may be placed there if designing your own post '42 scenarios.

23.3 Blank counters of different colors may be used to represent CWs and troops.

23.3.1 The counters represent an individual CW organization or troop concentration.

23.3.2 At the beginning of a scenario each counter may be placed on any hex on its particular island except that CWs may not be placed on enemy bases and New Guinea island "halves" must be respected.

23.3.3 Each counter may move one hex on each subsequent 0100 turn of the scenario.

23.3.4 The GM will roll two dice for each hex which contains counters of both sides during the 1200 turn. A result of "2" will eliminate the CW and "3" will eliminate the troops. If both sides have troops, a result of "2" will eliminate the Allies, "3" will eliminate both, and "4" will destroy the Japanese. The players will learn of elimination only upon regular RT checks.

22.3.5 Eliminated CWs cannot be replaced. Eliminated troops are re-created only on islands with bases. These replacements are placed on the base on the 2400 turn and may be moved on the next 0100 turn.

23.3.6 CWs and troops cannot be moved from their starting islands.



CONTEST NO. 112

You, as the Japanese player, face the final turn in a vicious si-move 9-turn pbm game of *VICTORY IN THE PACIFIC*. As you survey the mapboard, you should be well content; at the conclusion of the last turn, Japanese control still existed in the Japanese Islands and Indonesia. And Japanese ports in the Home Islands, in the Philippines and at Truk still hold out. The Kure Marines return to you after their brilliant last stand at Lae. While the 22AF is available at the Yokosuka Naval Yard and the 25AF and 26AF are available in the Philippines countered by several Allied air units that return to the fray on Turn 9—RNZAF, 10 AF, 11 AF, Marine AF, 7 AF, Naval, 5 AF and RAAF. To put your euphoria in proper perspective however, the Allied player holds control in the Bay of Bengal, Indian Ocean, Coral Sea, US Mandate, South Pacific Ocean, Marshall Islands, Central Pacific Ocean, North Pacific Ocean with his massive fleets. Only the Hawaiian Islands (due to a clever raid by your carriers) and the Marianas are uncontrolled. And, you still hold a +14 POC lead going into this last turn. You need but insure that the Allied player gains no more than 14 points to assure yourself a draw; of course, you would prefer a win. Contest 112 is straightforward: given the following ship locations at the beginning of the ninth game turn, where would you place the Japanese ships to give the Japanese player the best chance to win?

Japanese Positions:

At the Yokosuka Naval Yard—

Hiryu	Hyuga
Fuso	Ise
Ryuho	Hiei
Chitose	Kirishima
Musashi	Ashigara
Yamato	Chokai
Mutsu	Hagure
Nagato	Akagi

In the Philippines—

Shokaku	Tone
Nachi	Kinugasa
Suzuya	Takao
Chikuma	

Allied Positions:

At Midway—

Boston
West Virginia
California
Minneapolis
San Jacinto
5 Marines

In Australia—

Missouri
Chester
Vicennes
Canberra

At Lae—

CV12
Intrepid
Ticonderoga
Langley II
Northampton
Canberra II
Salt Lake City
New Jersey
Massachusetts

In the New Hebrides—Wichita

Essex
Bunker Hill
Princeton
Maryland
Baltimore
San Francisco
Quincy
South Dakota
1 Marines
4 Marines

At Saipan—

Iowa
Washington
CV 10
CV 16
Cabot
Bataan
2 Marines

Under Repair at Pearl Harbor—New York

The answer to this contest must be entered on the official entry form (or a facsimile) found in the insert of this issue. Ten winning entries will receive AH merchandise credit vouchers. To be valid, an entry must be received prior to the mailing of the next issue and include a rating for this issue as a whole, as well as listing the three best articles. The solution to Contest #112 will appear in Vol. 20, No. 1 and the winners will be announced in the Infiltrator's Report of Vol. 20, No. 2.

In the spirit of si-move VITP, the above are the positions before the turn commences. Any player worth his salt should be able to project Allied dispatch of patrollers and air units. However, for those now daunted by this fine puzzle, to be found on Page 37 of this issue is a listing of the Allied positions following this phase. Look to this when ready to admit defeat.

PLAYING BISMARCK WITH DUDS

Variant Rules for Realistic Naval Fire

By Mark L. Shannon

In the rules for *BISMARCK*, one aspect has always disappointed me within the otherwise excellent and comprehensive simulation. Even in the highly detailed advanced game, no provision at all has been made for the simple fact that not every shell was perfect. The use of 'dud' shells and "diving" shells would go far toward simulating one of the quirks of naval tactics that often decide the outcome of an engagement on the high seas. Besides the realism evoked, you could now say that you would have won the battle and sunk your opponent—if the shell had only gone off (which is not a bad excuse).

While the concept of shells that do not explode (or which do so imperfectly) is not new to anyone conversant with naval warfare, the term "diving shells" may require a little clarification. A shell striking the water will do one of several things. Some break up without exploding; others glance off the surface of the sea in another direction; many simply sink or explode. However, a few will continue in roughly the original line of fire underwater, usually striking the target below the waterline, quite often below the belt of side armor. This type of hit would, of course, lack some of its potential power; but, by striking below the armor belt and deck armor, it will usually penetrate the hull, causing severe flooding. In many cases, the fuse of an armor piercing shell would activate by striking the water; the delay factor in these fuses would then detonate the shell after about 30 feet of subsequent travel through the water. Often, concussion alone brought on flooding as seams opened below the water line.

The British Admiralty undertook several studies of the effects of such hits, and added special protection against them to their post-WWI designs. Such hits were not common, but many instances are recorded—perhaps because they were so notable. In the Battle of the Dogger Bank, the battlecruiser *Lion* received five such hits; the battleship *Malaya* received two at Jutland. In the scope of the game involved here, the *Prince of Wales* received one diving shell hit that allowed 600 tons of water to flood the middle deck aft, and herself scored one on the *Bismarck* that flooded this ship's #2 boiler room and slowed her temporarily by about five knots.

"Dud" hits can have a marked influence on a battle too. For example, in the Battle of the Denmark Straits, the *Hood* was struck by either three or five shells. Two of these were "common shells" that exploded on contact and caused the fires seen on the boat deck. Of the other three possible hits, no more than one detonated fully. As an aside, this one apparently hit on the side, near the mainmast, and set off the torpedo store or 4" AA magazine—which in turn set off the main magazine aft—which broke the ship's back.

On the other hand, the *Prince of Wales* was hit by a total of seven shells of both 8" and 15" calibre. Not one of these hits detonated fully! One shell passed through the bridge structure (which was lightly armored), killing or wounding all of the personnel there except the captain and the helmsman, without exploding. One 8" shell apparently bounced off the after superstructure and was thrown overboard without casualties.

The *Prince of Wales* herself scored three hits on *Bismarck*, one of the "diving shell" variety mentioned above. The other two did not explode,

though one travelled through the *Bismarck's* bows—damaging the fuel tanks and contributing to later events which would eventually bring on her demise. It is easy for the imaginative to speculate on the course of the next few days if any one of the hits discussed here had been otherwise.

Unfortunately, other battles have not had such statistics as completely recorded, and so the percentages of dud shells on either side can only be estimated. It is known from the Battle of the River Plata, as well as from other encounters between the two navies, that the Kriegsmarine had some serious problems with their armor piercing shells, and that the Royal Navy ammunition supply was of uneven quality.

As to the other two navies represented in the game, little can be said with certainty. The American shell supply was fairly high in quality, but had problems with shells breaking up at oblique angles of impact. The French supply presents a problem; historically, as a defeated nation's navy, French ships were not called upon much and little data is available. However, for game purposes, it can be assumed that the French shells would have come from the controlling nation's stores, and would share that nation's qualitative weaknesses.

We must therefore estimate the proportions of bad shells for each navy. Aside from this assumption (or presumption), the problem of dud shells can be inserted easily into the rules of Advanced *BISMARCK*, and will at the same time give us a forum for representing diving shells also.

73.0 Dud Shells (Optional)

To find the number of dud shells fired per fire resolution, figure the ammunition expenditure for the combat resolution (65.0) and multiply this number by 0.20 for the British and 0.30 for the German ships firing. For American ships, multiply by 0.20 *only when firing at long ranges*; for all other ranges, assume no duds. For French ships, the value is identical to that of the controlling side.

Round this result to the nearest whole integer. This is the total number of possible duds fired. The number of total hits is then found in the usual manner (62.0).

73.1 The dice are now rolled and reference is made to the *Dud Hit Table*. This gives the factor used in finding the number of duds actually fired.

73.2 Multiply this factor by the number of *dud shells fired* (73.0 above). Do *not* round this number to an integer. A fraction of a dud hit will be used as a *partially* detonating shell, the fraction being called the *Fraction of Detonation Lost* (FDL).

73.3 Dud hits are *not* additional hits to those found by rule 62.0; rather, they are a penalty subtracted from the success of the attack. (Example: The *Hood* fires on the *Bismarck* and scores three hits. Following the procedure outlined above results in the figure 1.20. This means, quite simply, that of the three hits scored, one was a dud, one detonated partially, and one detonated normally.)

73.4 **Damage from a Dud** Damage is resolved as usual on the Advanced Damage Table, rolling for dud shell hits *first*. A dud shell will do one-quarter as much damage as is stated in the table (see 73.42 for exceptions).

73.41 Partially detonated shells are determined *secondly*. For a partially detonated shell hit, multiply the FDL value (73.2) by 0.75. A partially detonated shell does this amount of damage *less* than that which is shown in the table for that hit (rounded to the nearest quarter box). This is likewise subject to the exceptions below (73.42).

NOTE: Rule 73.41 is the general statement of the damage done by a shell that strikes the target. Rule 73.4 is the specific statement of the damage done by a shell that does not explode at all.

In mathematical terms, if DT is used to stand for the damage listed in the game table for a specific hit, FDL is the Fraction of Detonation Lost (as defined above) and ToD is used for the total damage resulting; then $DT - (0.75 \times FDL)DT = ToD$.

Thus for a fully detonated shell, $FDL = 0.00$ and $ToD = DT$. In the case of a fully dud shell, $FDL = 1.00$; $ToD = DT - 0.75DT = 0.25DT$ (or the amount of damage stated for this type of hit in rule 73.4).

However, a partially detonated shell (or partial dud, depending on your outlook) will have a FDL value between 0.00 and 1.00. The procedure outlined in 73.41 will result in damage between the limits of DT and .025DT.

Obviously the place where this would make the difference is if a shell hits the turret. If the shell does not penetrate the turret armor, the maximum damage would be one box. The table below gives the results for a shell penetrating the armor on one of the *Rodney's* turrets (5 boxes) in terms of FDL, fraction of DT and the actual boxes marked out:

FDL	ToD (Fraction of DT)	Number of Boxes (Rounded to nearest quarter)
0.00	1.00DT	5.00 = 5 boxes
0.10	.93DT	4.65 = 4 1/4
0.20	.85DT	4.25 = 4 1/4
0.30	.78DT	3.90 = 4 boxes
0.40	.70DT	3.50 = 3 1/2
0.50	.63DT	3.15 = 3 1/4
0.60	.55DT	2.75 = 2 3/4
0.70	.48DT	2.40 = 2 1/2
0.80	.40DT	2.00 = 2 boxes
0.90	.33DT	1.65 = 1 1/4
1.00	.25DT	1.25 = 1 1/4

DUD HIT TABLE

Dice Roll	Extreme and Long Ranges	Medium, Short, and Point Blank Ranges
2	0	0
3	0	.10
4	0	.20
5	0	.30
6	0	.40
7	.10	.50
8	.30	.60
9	.50	.70
10	.70	.80
11	.90	.90
12	1.00	1.00

Notice that a dud shell does little more to the turret than a shell which does not penetrate. I hope that this brief explanation helps clarify the logic behind the calculations for the non-mathematicians.

73.42 The Main Gun Damage Table, MFC Director Table, Plot(ing) Table, and the Conning Tower Table are used as shown for all hits on these (even a dud's kinetic energy could cause the results shown).

73.5 If a dud or partially detonated shell scores a hit that is resolved on Special Damage A table, this will be scored as a "diving shell" hit in the following manner:

73.51 Where the results of this table are different for the various types of ships (die roll of 1, 2 or 3):

A. Use the smaller amount of damage in all cases.

B. If the target ship is American, German, *King George V* or *Prince of Wales*, roll one die,

a. If the die roll is *odd*, the shell is a dud and all damage is one-quarter of that determined by 73.51A (this includes partially detonated shells also).

b. If the result is even, the shell explodes below the surface of the water and the damage is resolved as per 73.51A.

73.52 Where the results of this table are the same for all ships, a die is rolled as in 73.51B above. The damage results are used as in 73.51Ba and 73.51Bb.

73.6 EXAMPLE Using the example of play given in the rules folder, nothing would change in the first round of fire, since neither the *Prince of Wales* nor the *Hood* have any chance of scoring any hits.

In the second segment, considerations of the potential for dud hits are calculated (73.0).

SHIP	MG AMMO FACTORS	# OF DUD SHELLS
<i>Hood</i>	6	X 0.20 = 1.20 = 1
<i>PoW</i>	18	X 0.20 = 3.60 = 4
<i>Bismarck</i>	12	X 0.30 = 3.60 = 4
<i>Pr. Eugen</i>	12	X 0.30 = 3.60 = 4

The fire from the *Hood* need not be considered further since other factors result in an automatic miss. For the *Prince of Wales*, one hit is scored against the *Bismarck* on a turret. This is now resolved on the Dud Hit Table and a "7" results (0.10). When this is multiplied against the 4 dud shells fired, the result is 0.40. This value is then multiplied by 0.75 (.4 X .75 = .30), so the shell does this amount of damage less than shown. Thus, in the example, three-quarters (since the result is rounded to the nearest quarter) of a box is marked out of the *Bismarck's* Main Gun A.

For fire from the *Bismarck*, one hit is obtained on the *Hood*. On the Dud Hit Table, an "8" is rolled (0.30) giving a result of 4 X 0.30 = 1.20. Since the result on the Advanced Hit Table was one hit, the fraction is dropped and that hit was a dud. When damage is rolled for, the result is found to be "Special Damage Table A". Thus the hit was a diving shell and, when a "1" is rolled on the table, instead of the *Hood's* demise, the hit causes the *Hood* to suffer the loss of three hull boxes, one turret (determined at random) and slows her by 2 m.f. Notice that this is the type of damage that could be caused by a near miss which weakened the hull and caused severe flooding below the armor belt.

Now the *Prinz Eugen* can fire. Such fire would be resolved in a manner similar to that of the *Bismarck*, keeping in mind that four dud shells were in the salvo just fired.

These rules do add to the complexity of an already detailed game. But, I feel that, for the true

naval gamer, the dud rules add realism and variety to a classic confrontation. In these days where one missile can sink one ship, it might be well to remember that the weapons of war are as imperfect as the men who wage it.

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AH Philosophy . . . Cont'd from Page 2

Kask. The *DIPLOMACY* honors will once again be handled by the DIPCON society as part of DIPCON XVI, which is again taking the role of a "Convention within a Convention" seriously.

Perhaps the biggest news on the ORIGINS tournament scene this year will be our new entries. Bruce Shelley will host a single elimination event for *ROBIN HOOD*—the first of the Avalon Hill minigames released at the 1982 ORIGINS. But the real excitement may be generated by our *B-17*, *QUEEN OF THE SKIES* tournament. This game will be released in Detroit when the trade show opens for business Friday morning. By Friday evening we expect to see it being played all over Cobo Hall, with cries of anguish and delight filling the air as Messerschmidts and Fortresses disintegrate and parachutes fill the skies over Detroit. Basically, a quick-play solitaire game, *B-17* is nonetheless a superb effort which must be experienced to be appreciated. You might well wonder why anyone would want to enter a tournament in a brand new game, but *B-17* is quickly learned and the AH gamemasters will have you flying in no time. If you care not to play, come to watch the fun. You'll be soon playing.

We feel even more strongly about another of our ORIGINS '83 releases: *UP FRONT*. This card game replica of the famous *SQUAD LEADER* is among the most innovative game systems of recent years and captures a great deal of the flavor of AH's best-selling WW2 tactical combat game while burdening the player with a fraction of its complexity. If you liked *SQUAD LEADER* before it evolved, or if you like challenging card play, you will be thrilled with *UP FRONT*. Developer Don Greenwood swears he has never seen a game so blessed with gamesmanship, nor so beset with critical decisions for the players. This is especially noteworthy as the game is intrinsically simple and easy to learn with an average playing time for most scenarios of an hour. But most important, it is extremely competitive; that makes it a natural for a tournament offering. So, after you've bought it on Friday, and played it on Saturday, you can win your airfare to ORIGINS '84 (Dallas, Texas) with it on Sunday. We think *UP FRONT* will be as big a hit with the gaming world as *SQUAD LEADER* was eight years ago. This tournament will show you why.

For those who prefer a cold, calculating machine as an opponent to a warm, error-prone human being, Avalon Hill offers two computer tournaments. For those who delve into the fringes of fantasy, *TELENGARD*; for those who prefer the terror of tanks, *TAC*. Indeed, a cornucopia of new computer games will be unveiled at ORIGINS. To mention but a few—*BREAK-THRU* (3D racquetball), *PARIS IN DANGER* (Napoleon's 1814 campaign), *UNDER SOUTHERN SKIES* (the hunt for the Graf Spee), of course *TAC* ("Tactical Armored

Combat", tank to grimy tank), and two new fantasy releases, *FORTRESS OF THE WITCH KING* and *PANTHEON KINGS*. Chris Crawford, designer of *LEGIONNAIRE* and *TANKTICS* will be around to field questions and present the endless panorama computer gaming offers.

For those not competitively-inclined, Avalon Hill's staff will be hosting an assortment of seminars. Tom Shaw will have them rolling in the aisles with an Avalon Hill Trivia seminar, in commemoration of the 25th anniversary of the founding of Avalon Hill and the birth of modern board wargaming. It's a must for all who fancy they know something about the history of our hobby. And he'll be bestowing free copies of the newly-published commemorative version of *TACTICS* (the original wargame) to those who know all sorts of worthless stuff about good ol' Avalon Hill. In a more serious vein, Richard Snyder will discuss his *POWERS & PERILS*—AH's long-awaited initial release in the realm of fantasy role-playing systems. Don Greenwood will once again host a question-and-answer session on the future of the *SQUAD LEADER* series. I will repeat last year's *GENERAL* subscribers meeting so I can wax rhetorical on upcoming features and seek input on the magazine's progress.

And, Avalon Hill has its usual complement of exciting new titles which will be released at ORIGINS. Besides *B-17*, *UP FRONT*, and *POWERS & PERILS*, AH will release several other fine new games. *PANZERKRIEG* simulates the exploits of von Manstein in the Ukraine, 1941-1944, in a series of fast-playing and challenging scenarios. Still another card game, *VENTURE*, is a re-issue of the elder 3M title. Those looking for traditional wargames, need not look far. Richard Hamblen's long-awaited *BULL RUN* is a fine simulation of the first clash of the Civil War in the elegant style of the early "classics". *TACTICS* is the re-release of the first commercial board wargame, in its original and unpublished version; included with each copy of this game is the Avalon Hill 25th Anniversary Booklet—sure to be a collector's item. And for the sports fans, *PRO TENNIS*.

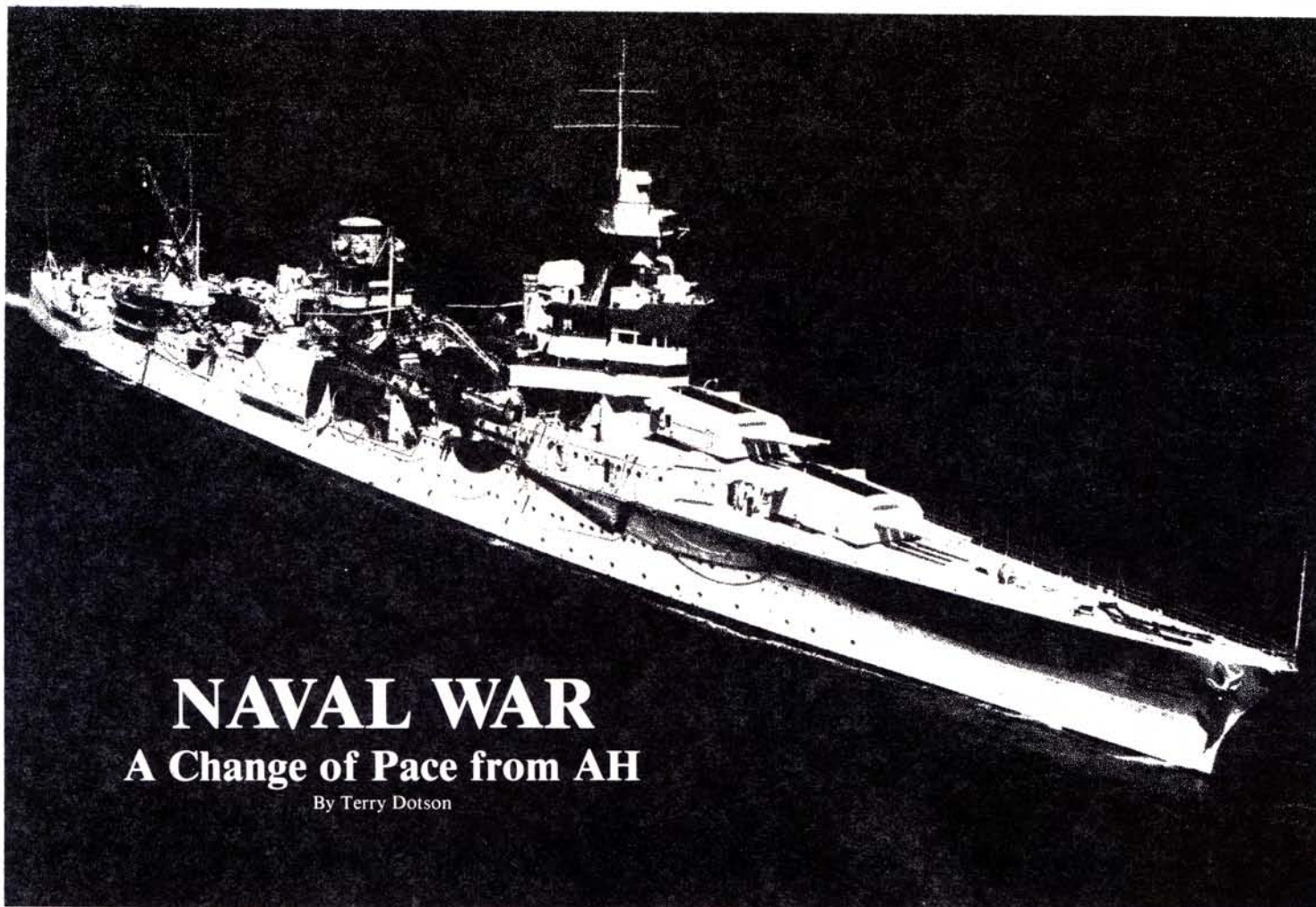
Of course, available at Avalon Hill's booth in the Dealers' Area will be all the other 1983 releases. There you'll find the fantasy of acclaimed games like *WIZARDS* and *MYSTIC WOOD*. The latest titles in Avalon Hill's gamettes, *HUNDRED DAYS BATTLES* and *BATTLE FOR ITALY*, will be available. The new Sports Illustrated Game, *PENNANT RACE*, and our fine family game, *DILEMMAS*. There one can delve into the complexities of *NAPOLEON AT BAY* or the enjoyment of *NAVAL WAR*. For the traditional minded, AH will have plentiful stocks of the recent redevelopments of the ever-popular *FREDERICK THE GREAT* and *CONQUISTADOR*. And our many, many other fine titles will be available until stocks are depleted. With all this, Avalon Hill's booth will surely be one of the first stopping places for many conventioners.

ORIGINS '83. We'll be looking for you there.



BULGE PBM KIT

A Play-By-Mail kit for the new '81 version of *BATTLE OF THE BULGE* including complete instructions is now available for \$8.00 plus 10% postage and handling charges (20% to Canada; 30% overseas). When ordering be sure to specify whether you want a PBM kit for the new '81 edition of the game or the old '65 edition. Each kit contains sheets for both German and Allied players. PBM kits are available only from The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. MD residents please add 5% state sales tax.



NAVAL WAR

A Change of Pace from AH

By Terry Dotson

Badgered by my lovely wife to share some time with my young son, I turned to my first love—wargaming—for inspiration. Shopping for something suitable, I purchased a copy of Avalon Hill's newest "Bookshelf Gamette" for my boy; *NAVAL WAR* was obviously too simple for a veteran gamer like I. I, being an "expert", prefer complex games that take forever to play (if finished at all). Then, slightly ashamed to acknowledge this lapse, I avoided opening the box until my son's impatience broke down my defenses. In a dark corner, on a dark day in Helena, feeling unspeakably foolish, I condescended to play one hand. Was I surprised at how much *FUN* it was! Now, I play *NAVAL WAR* whenever I face the necessity of taking a break from the pressures of playing *THIRD REICH*, *WAR & PEACE* and the hydra-headed *SQUAD LEADER*.

NAVAL WAR is a truly unique "wargame". It is a *card* game, using abstract naval gunnery and armor characteristics, with no board or counters depicting a clash by the great ships of World War II. The components are simple and elegant. These consist of two different decks of cards: 54 "ship" cards and 108 "playing" cards. Each ship card represents one major combat vessel (usually a battleship, but a few carriers spice the deck) from the period of the Second World War. Many of the well-known ships are included, although by no means are all seen. [See the accompanying page for more ships of the classes seen in *NAVAL WAR*.] Carrier representation, for example, is very sparse. Each ship card bears the appropriate silhouette, gun-caliber, and "hit number" (defense strength). When, in the course of play, a ship takes the required number of accumulated hits, it is sunk.

The playing card deck contains "Regular" and "Special" cards. The most numerous of the regular

cards (printed in black) are the "Salvo"—surface gunnery—cards. Salvo cards indicate the caliber of gun that *must* be present in one's fleet to utilize that card and a "hit strength" (ranging from 1 through 4). There are also "Repair" cards, used to remove hits on ships of the player. "Smoke" cards protect one's fleet from most types of attack for one game turn. The "Destroyer Squadron" is a deadly killer-force. The "Minesweeper" eliminates those pesky minefields that plague players. Each card bears an eye-catching illustration that graphically keys one to its function (the Repair card, for example, carries a large band-aid).

The special cards (printed in red) are the real key to victory, their play always crucial. "Minefields" claim victims (scoring two hits on each ship that blunders in); "Torpedo Boats" claim others (a die roll of "6" sinks any one ship); "Submarines", still more (a die roll of "5" or "6" sinks any one ship). The "Additional Ship" cards bring in more vessels to the free-for-all. "Additional Damage" cards presume secondary explosions with additional hits wracking the crippled enemy ship. This all becomes very important when one realizes that one is eliminated from play when all one's ships are sunk.

The object is to sink the enemy's ships faster than he can sink yours (always a sound strategy for admirals). Each player (from two to nine) begins play with five ship cards and five playing cards, all dealt randomly. He may never have more than five playing cards (excluding the one drawn each turn) but may accumulate more than five ships by drawing the "Additional Ship" cards and bringing one into the action from the "Harbor Pile". As a playing card is taken from the mutual Draw Pile, it or one in the player's hand must be played or discarded. Regular cards may be retained in the player's hand, but special cards must be played on the turn drawn

or discarded. A hand ends when only one player remains with ships afloat or the Draw Pile is exhausted. A "game" ends following the hand in which one player reaches 100 points (defense factors of sunken enemy ships in addition to certain bonuses for survival or penalties for elimination).

Any game using drawn cards has an immense "luck" factor. [As though dice-ridden games don't?] But, happily for us wargamers, there is still much room for strategy in *NAVAL WAR*. The strategic hints which follow are especially useful in playing with two or three players, but serve as a guide to any of the versions.

For all players, the ultimate fear is that the enemy will unleash one of the mad-dog Destroyer Squadrons. These pose a threat to everyone at the table. It never hurts to lob a salvo their way if you have reason to believe that a subsequent player will finish them off. If, however, you have doubts about this, or simply wish to put the screws to the others, lay smoke to protect the fleet. Thus, your ships are immune to the Destroyer card, and it is the other players' problem now. They must deal with the little devils. For this reason, among others, you should contrive to always hold a smoke card in reserve. Be advised, though, you will have few friends left if you make a habit of avoiding DDs with smoke. Of course, if you have a Salvo "4" card (suitable only for 16" or 18" guns) and feel obliged to sink the pesky little ships, you can be a momentary hero among the players.

Because a player can only use a Salvo card if he has the appropriate caliber of guns, always seek to destroy—as the primary target—the sole representative bearing a particular calibre. This is valid, too, if the enemy has two ships of one type but more than any other category. Go for those two! The first of these should be the easiest to sink. Needless to

say, attacking the player with the highest score adds flavor to this. As a general point of strategy, it is not usually a good idea to spread hits around against many ships and many players; it is much more preferable to concentrate on one enemy at a time (if the Fates of War allow), going after one or two of his ships, sinking them before targeting others.

Don't attack those big ships heedlessly unless more sinkable targets are unavailable. It is much better to pick off the small ones and hope for a special card that allows a chance to take down the monsters. If a Submarine or Torpedo Boat card is drawn, play it against the enemy's finest unless that ship is already a floating wreck from multiple salvo hits and barely afloat. On the other hand, when you don't wish to make it easier for the competition in a free-for-all game to sink a ship and are unable to do so on your turn, lob a one or two point salvo at the largest ship in play with a hit number of "7" or more. That way, no single salvo can take it out, and it is softened up for a later kill. Finally, discarding on your turn is preferable to giving someone else a cheap score.

Save repair cards for the big or more crucial hits; don't waste them on small dents unless it becomes vital to keep a particular ship afloat. A repair card allows removal of any one salvo card and any additional damage cards played thereon. Remember that a player will lose ships; it is inevitable. But the key is to keep a fleet in being and to sink the enemy. So it is often necessary to accept those losses of fine ships.

The strategy necessary to counteract the "Repair Card Strategy" is the proper sequencing of hit cards on a target. Try to use only the number required for sinking a ship and do not waste any hit points. More importantly, sequence them so that the smaller one(s) are played first. If your opponent happens to play a repair card, it will not hurt your chances much. Save the big guns and big salvos for last, when your opponent can do nothing to save his ship from immediate destruction.

If your opponent wisely follows the same tips and goes after your only ship of a particular gun-size, play as many salvo cards of that caliber as fast as possible, starting with the largest. Don't get "stuck" with four or five points of salvo cards for a ship just sunk. Now, if you no longer have a ship of a particular caliber, don't automatically start discarding all of the salvo cards of that type. If it is a caliber of which there are quite a few ships in the Harbor Pile (usually 14" and 15" ones), consider retaining the better cards of that type. A ship may come your way from the harbor, it is a distinct advantage to have it able to open fire immediately upon entering play.

Aircraft carriers, though numerically few, deserve special mention. If you have one or more, you may forfeit a draw to conduct an "airstrike". A "1" must be rolled to sink any enemy ship that has been designated by you as the target—slim odds at best. But, if you hold two or three carriers in your force, launch a series of strikes against the enemy's best ship. It is a quick way to score. Carriers may not be attacked by salvo fire unless all other surface vessels in the fleet have been sunk. While the carriers are well screened, don't worry about them. Their low value does not make them worthwhile targets for subs or torpedo boats, or airstrikes. When the screening forces are seriously reduced, use them before you lose them. You must decide between drawing a card, hoping for something that will save the fleet, or calling for desperation airstrikes. In this situation, there is really no good choice, and very little hope!

In essence, to play *NAVAL WAR* well, you must think a number of moves ahead, balancing the cards to be played or discarded against chance and luck—both good and bad. Consider the consequences of every play, including the discards you will be forced to make. Of course, any strategy can

ORDER OF BATTLE CHART

Ship	Year Completed	Tons	Main Guns (inches)	Speed (knots)	Game Defense
<i>Germany</i>					
LUTZOW	1933	12000	6X11"	26	3
SCHEER	1934	12000	6X11"	26	3
GRAF SPEE	1936	12500	6X11"	26	3
GNEISENAU	1938	32000	9X11"	31	5
SCHARNHORST	1939	32000	9X11"	31	5
BISMARCK	1940	42000	8X15"	29	8
TIRPITZ	1941	42000	8X15"	29	8
<i>Japan</i>					
KONGO	1913	32000	8X14"	30	5
HIEI	1914	32000	8X14"	30	5
HARUNA	1915	32000	8X14"	30	5
KIRISHIMA	1915	32000	8X14"	30	5
FUSO	1915	35000	12X14"	24	5
ISE	1917	36000	12X14"	25	5
HYUGA	1918	36000	12X14"	25	5
NAGATO	1920	38000	8X16"	25	6
MUTSU	1921	38000	8X16"	25	6
YAMATO	1941	65000	9X18"	27	9
MUSASHI	1942	65000	9X18"	27	9
AKAGI	1927	36500	90 planes	31	3
SHOKAKU	1941	25675	84 planes	34	3
<i>Italy</i>					
GIULIO CESARE	1914	24000	10X12.6"	28	4
CONTE DI CAVOUR	1915	24000	10X12.6"	28	4
CAIO DUILLIO	1915	24000	10X12.6"	28	4
ANDREA DORIA	1916	24000	10X12.6"	28	4
VITTORIO VENETO	1940	41000	9X15"	30	6
LITTORIO	1940	41000	9X15"	30	6
ROMA	1942	41000	9X15"	30	6
<i>Great Britain</i>					
WARSPITE	1915	31000	8X15"	24	5
VALIANT	1916	31000	8X15"	24	5
REVENGE	1916	29000	8X15"	22	4
RAMILLIES	1917	29000	8X15"	22	4
RENOWN	1916	32000	6X15"	29	4
REPULSE	1916	32000	6X15"	30	4
HOOD	1920	41000	8X15"	31	4
NELSON	1927	34000	9X16"	23	6
RODNEY	1927	34000	9X16"	23	6
KING GEORGE V	1940	38000	10X14"	27	6
PRINCE OF WALES	1941	38000	10X14"	27	6
DUKE OF YORK	1941	38000	10X14"	27	6
ARK ROYAL	1938	22000	60 planes	30	3
<i>United States</i>					
TEXAS	1914	27000	10X14"	21	4
NEVADA	1916	29000	10X14"	20	5
PENNSYLVANIA	1916	33000	12X14"	21	5
MISSISSIPPI	1917	33000	12X14"	21	5
CALIFORNIA	1921	32000	12X14"	21	5
MARYLAND	1921	32000	8X16"	21	5
WEST VIRGINIA	1923	32000	8X16"	21	5
NORTH CAROLINA	1941	37000	9X16"	28	6
WASHINGTON	1941	37000	9X16"	28	6
SOUTH DAKOTA	1942	37000	9X16"	28	6
IOWA	1943	46000	9X16"	33	7
NEW JERSEY	1943	46000	9X16"	33	7
MISSOURI	1944	46000	9X16"	33	7
ENTERPRISE	1938	20000	80 planes	34	3

be ruined by the better one of an opponent or the "luck of the draw". Special cards are usually desirable. Sometimes, however, the draw of such ruins your carefully sequenced plan of smashing play since you must play (or discard if not usable) all special cards immediately and cannot play that card from your hand with which you were going to win the game!

NAVAL WAR is, of course, a highly abstracted "wargame" and may not appeal to the "hard-core" naval enthusiast who is expert at the technical trivia and specifications of every ship that saw action during the war. But, for an old paratroop infantryman who knows little of the salt water, this game will do just fine. In this, it succeeds and, moreover, it is really fun. Now, if I can just get it away from my kid!



NAVAL WAR: An Optional Rule

The game of NAVAL WAR allows for many variations. Many famous ships have been left out. Where are the American carriers *Saratoga*, *Yorktown*, *Lexington*, *Wasp*, *Hornet*, and *Ranger*. There are many British and Japanese ships which have been disregarded. And wouldn't it be fun to have the sole German "carrier", the *Graf Zeppelin*. While we're at it, how about the French Navy—the Russians—the Brazilians? If such can appear in *WAR AT SEA* and *VICTORY IN THE PACIFIC*, why not here. Then we can play one nation's navy against another.

Meanwhile, I urge players to divide the ship cards into two decks, *Axis* and *Allies*. This simple optional rule precludes the silly sight of completely mixed ship cards from opposing navies. It is not unusual now for one player to have ships from the US, Japanese and Italian navies fighting a British-American-German force, for example. As a wargamer, I cringe at this aspect.

Study of the Order of Battle chart shows that the Allies have only 14", 15" and 16" guns while the Axis enjoy all types from the 11" German pocket battleships to the behemoth Japanese 18-inchers. This appears to give the Axis an advantage, as all cards are potentially usable to them. The Allied players know that they cannot use many of the cards that they will draw, but should find solace in the fact that there are many more cards of appropriate caliber than of the 11", 12.6" and 18" variety.

Defense strengths are, however, fairly even. The Allies have decent and predominate "5"s and "6"s, with a few "4"s and "7"s for flavor. The Axis defense factors range from vulnerable "3"s to "8"s, and even "9"s. On the average, both sides draw an even scattering of defense strengths.

4th EDITION SQUAD LEADER RULES

The 4th Edition *SQUAD LEADER* rules incorporating those changes listed in the *CRESCENDO OF DOOM* gamette are now available for mail order purchase for \$2.00 plus the usual 10% postage and handling charge. Although not necessary for play of the game (the only changes are those listed in the COD rules), purists may appreciate having these changes readily available in the proper section of the rules as opposed to having to refer back to an errata sheet or handwritten notes in the margins of earlier editions. Maryland residents please add 5% state sales tax.



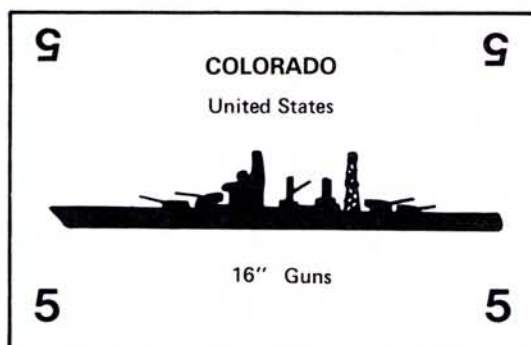
THE REST OF THE FLEET

At the outbreak of the Second World War in Europe, the U.S. Navy ranked equally with the Royal Navy in overall strength. By the time the United States was drawn into the war in December 1941, there had been enacted the "Two-Ocean Navy" bill which authorized the construction of over one and a half million tons of major warships. Once construction programs were completed and the war won, this had raised the U.S. Navy to a pre-eminent position among the navies of the world.

In 1941 the main strength of the U.S. fleet lay in its battle line, composed of fifteen old and two modern battleships. The old battleships were uniformly well armed and protected, could maintain 21 knots, and were a tactically homogenous fighting unit. The United States government never compromised armament nor protection for speed. The fast speed was only attained by greater size aided by technical advances and superior streamlining. Except for the "California" and "Colorado" classes, all the elder battleships were modernized during the war. The new battleships were equal to any of their enemy contemporaries, a little slower but better protected and with a heavy main armament.

Occupying a unique position in December 1941 was the still untried carrier fleet. United States admirals counted heavily on these vessels fulfilling a promise shown in peace-time games, and had evolved the carrier task force concept as detached from the main fleet. Their faith was amply justified by the ensuing conflict; as early as 1942, the carrier had replaced the battleship as the capital unit of the fleet in the Pacific. The Navy entered the war with eight carriers (discounting the *Langley*): two large conversions from battleship hulls, the smaller *Ranger*, three "Yorktown" class carriers, the diminutive *Wasp*, and the mercantile conversion *Long Island*. With the exception of the latter, all were considered full fleet carriers, meant for offensive operations and capable of fast steaming.

For those players who so desire, here are the other ships of the U.S. Navy, ready for use with NAVAL WAR. Merely substitute the name above the appropriate ship class silhouette on additional ship cards, as follows: *New York* for *Texas*; *Oklahoma* for *Nevada*; *Arizona* for *Pennsylvania*; *Idaho* and *New Mexico* for *Mississippi*; *Tennessee* for *California*; *Colorado* for *Maryland*; *Indiana*, *Massachusetts* and *Alabama* for *South Dakota*; *Wisconsin* for *Missouri*; and finally, *Hornet* and *Yorktown* for *Enterprise*. So, if your favorite state wasn't in the Ship Deck before, mate, perhaps you can add it now.



Ship	Year Completed	Tons	Main Guns (inches)	Speed (knots)	Game Defense
NEW YORK	1912	27000	10 x 14"	21	4
OKLAHOMA	1914	29000	10 x 14"	20	5
ARIZONA	1915	32600	12 x 14"	21	5
IDAHO	1917	33000	12 x 14"	21	5
NEW MEXICO	1917	33000	12 x 14"	21	5
TENNESSEE	1919	32600	12 x 14"	21	5
COLORADO	1921	32500	8 x 16"	21	5
INDIANA	1941	38000	9 x 16"	28	6
MASSACHUSETTS	1941	38000	9 x 16"	28	6
ALABAMA	1942	38000	9 x 16"	28	6
WISCONSIN	1943	46000	9 x 16"	33	7
HORNET	1940	20000	80 planes	34	3
YORKTOWN	1936	20000	80 planes	34	3

SOVIET SUBMARINE

Scenarios for the Forgotten Counters

By Michael Lee Merritt



The Soviet submariner has few scenarios to enjoy in *SUBMARINE*. So few, indeed, that I've yet to find one. With four articles of scenarios in *THE GENERAL*, it seems odd to this old salt that Mother Russia has been so often overlooked. But, perhaps it is with good reason; there is little known in the West about the Russian submarine arm and its actions during the Second World War are shrouded in mystery and confusion.

The First World War left two classes of submarine to the Red government. The Bars class boats would soon number five, and would sit out the coming war serving as battery-chargers. The Amerikan-ski Golland class was an American-built Holland-type that would see five boats serving in the war also—although only two would survive. These simple boats, along with the British *L55*, would be the starting point for the Soviet submarine fleet in the Second World War. (On 4 June 1919, the *L55* had been sunk in the Gulf of Finland by a Bolshevik destroyer. Salvaged by the Soviets in 1928, she was recommissioned by them in 1931. The boat was employed in various experiments and served as a battery-charger during the war.)

In 1925, at the direction of the Kremlin, planning began for a new fleet. Fears of the Japanese led to projections for a large and deadly submarine arm. All the boats were to be of Soviet design, based on previously-built submarines by various Western manufacturers. The first such was inspired by the Bars class boats. The Soviet answer, the Dekabrist class, was given more torpedo tubes and made more streamlined and maneuverable underwater. The first boats of the class were launched in 1927. Six were built, but one was lost during naval exercises in a pre-war accident. (The remaining five served in the Baltic; four were sunk within months of the invasion.)

The comparison of the recently raised *L55* and the Dekabrist boats led to the construction of the Leninets class. These boats had six torpedo tubes, partial double hulls, and twin minelaying tubes with storage for 14 mines. Eventually, 24 of these were to be commissioned. (Stationed in the Far East, Baltic and Black Seas, only six were lost during the war.)

Meanwhile, the Red Navy had decided that, with the extensive coastline of Soviet Russia and the expense in building ocean-going submarines, coastal defense boats should be given priority. Two classes were laid down. The smallest was those of

the Malyutka class. This class was mass produced in four to seven prefabricated sections which were then transported by rail to Leningrad, Vladivostok or Nikolayev for assembly and fitting out. These boats were used extensively in the Black and Baltic Seas, and were quite effective. (Of 99 built, 34 were lost to hostile action.)

The second class of coastal defense boat was the Shchuka class. The 84 boats of this class functioned quite well and were popular among the Soviet submariners. Two of the largest "kills" by the Soviets are credited to boats of this class—*U144* by *Shch 307* and the tanker *Peles* by *Shch 211*. (Some 32 boats of this class were sunk by the enemy.)

Turning back to developments in the deep-water submarines, the Soviet program continued with the Pravda class. Three boats were built, but they were structurally weak and had inefficient machinery; further commissionings were suspended. (All three completed boats were lost by mid-1942.) Production turned to the Katlyusha class; thirteen were commissioned from 1940 to 1942. These were well-designed and sturdy craft, and quite successful. Employed in the Arctic primarily, Katlyusha-class boats also took station in the North Sea and along the Norwegian coast. (Five were sunk by the Germans.) Finally, the last of the Russian-built boats were those of the Stalinets class. These medium boats were commissioned between 1936 and 1948—and are considered by many the best medium boats of the war. (Of the 43 built, 15 were lost during the war.)

Adding to the Soviet submarine fleet, in 1940, the Estonian boats *Kalev* and *Lembit* and the Latvian *Ronis* and *Spidola* were captured and incorporated into the Soviet navy. (Three of these boats would not survive the war.)

With this brief review of the boats available, it is time to survey the Soviet theory of their use. The Soviet submarine commander was given a constricted area to patrol and was under strict orders not to leave that area unless authorized to do so by the highest naval command. So, if ten unescorted battleships went by on the horizon, the Soviet submariner could do nothing. In the first years of Soviet involvement, all boats were considered limited to defensive roles. Not being a defensive weapon, the boats experienced little success and high losses. With the halt of the German advance, the Soviet submarine arm finally came into its own.

On 21 June 1941, the Soviets had 211 submarines in commission: 76 in the Baltic, 45 in the Arctic, 68 in the Black Sea and 22 in the Far East. It was the biggest submarine fleet in the world, but the men that manned the boats were simply not of a class with the other major combatants.

The Baltic Sea fleet had a few Katlyusha, all three Pravda, some Stalinets, Shchuka, Malyutka, Leninets and Dekabrist boats. In addition, the *Kalev* and the *Lembit* had been commissioned. About 50 boats were fitting out or were obsolete (the *L55* and the Bars class boats), leaving only 35 operational submarines on the outbreak of war. These were based in the 1st Flotilla at Libau and the 2nd Flotilla at Hango, with Riga, Reval, Kronstadt and Leningrad able to handle some few boats if necessary. The German advance was so rapid that, as soon as the 1st Flotilla had been evacuated to Riga, it was forced to pack for Reval. With the entry of Finland into the war, the 2nd Flotilla was forced to withdraw from Hango. By August 1942, all able submarines had withdrawn to Leningrad and Kronstadt—now under siege.

The shallow waters of the Baltic are a killing ground for submarines. The Germans were laying mines as fast as they could, and the loss of Soviet submarines was terrific. German dominance of the air cost still more boats. The Soviet submariners, in return, had few successes. The first major German loss was the *U144*, sunk by the *Shch 307*. After the withdrawal to the besieged fortress, very few boats went out on patrol. During the fall of 1941, several of the larger boats were used to ferry supplies to Kronstadt and the isolated Baltic islands; three were consequently lost. By the beginning of winter, 27 Russian subs had been lost for the sinking of one German U-boat and four German cargo ships. The Soviet winter halted all further operations.

In 1942, the extensive minefields and complete control of the air the Germans enjoyed allowed the Soviet boats only sporadic forays close to their isolated bases, with little chance of success. The boats rarely gained the sea throughout 1943 and early 1944. Several boats moved to operate along the Finnish coast after Finland's armistice. These boats met weakly escorted shipping, but achieved only modest results. It wasn't until 1945 that the Soviet submariners got their chance for glory. In 1945, the Red Army liberated the besieged bases, giving the submarines free rein. Soviet submarine

doctrine had altered, allowing the commanders to roam in search for targets. The slow and overloaded German shipping evacuating troops and refugees from the eastern holdings gave the Soviet commanders excellent targets.

The Black Sea force included all the Amerikanski Golland boats, and some of the Leninets, Malyutka, Shchuka and Stalinets class. Nikolayev and Sevastopol were the main submarine bases. The entrance to Sevastopol was mined on the first day of the war, but four boats did manage to slip out. These took up stations off the Bosphorous, and outside the major Rumanian and Bulgarian ports. *Shch 4* was soon lost, but *Shch 211* did sink the unwary tanker *Peles*. The Germans were considerably weaker in the Black Sea region than in the Baltic, but Soviet results were still moderately disappointing due to the truly bad tactics. The base at Nikolayev fell, and Sevastopol was besieged. The boats were now pulled back to Batum and Poti, neither of which had adequate facilities for submarine operations. In 1942, several of the boats were lost in a vain attempt to maintain supply to Sevastopol. Due to heavy losses, the coastal boats were confined to the northwest area of the Black Sea, and the larger boats operated off Crimea and in the waters of Rumania.

The year 1943 was the year of offense, almost. *S 33* sank the Rumanian transport *Suceava*. By this point the magnetic fuse for torpedoes had been adopted, but success with it was limited. By 1944, the submarine offensive in the Black Sea was intense. With the help of recon aircraft from Odessa and Shadovsk, the boats sank seven targets. Losses were still higher than sinkings—as was true of all Soviet naval operations. With the occupation of the Bulgarian and Rumanian coastlines, naval activity in the Black Sea came to an end.

The Arctic Ocean fleet was given the Stalinets and Katyusha class boats, since it was assumed that here actual deep-water operations would dominate. These were based at Murmansk. Successes were proportionally higher in the Arctic theater than any other. From 1942, these boats actively stalked the coast of Norway, forcing the Germans to provide adequate escorts. *S 101* sank a submarine, and *S 104* sank an escort vessel. Given these victories, in 1944 the British loaned the Soviets *Sunfish*, *Unbroken*, *Unison* and *Ursula*. The Soviets renamed these *V-1* to *V-4* respectively. *V-4* managed to sink a merchantman, but *V-1* was accidentally sunk by British coastal defense aircraft in the North Sea. (The remaining boats were returned in 1949.) Offsetting these successes, losses were high in this region due to the advances in German ASW methods.

The Far East had some Malyutka, Stalinets and Leninets submarines stationed there. On 8 August 1945, the Soviets declared war on Imperial Japan but not a single submarine sinking was scored against the devastated Japanese merchant fleet before the conclusion of hostilities.

The Soviet Union had begun World War II with the largest submarine fleet in the world. For the loss of 110 submarines, 128 enemy ships were sunk (292,000 tons). During the war itself, only 65 new boats were completed to replace losses. The Soviet Union was the only major combatant to emerge from WWII with less submarines commissioned than it had begun the war with. Let us now see if you could have used the submarines any more effectively than did her commanders.

SCENARIO S1 TWO SUBS

I. Introduction

On 12 May 1942, German escorts caught and sank the Soviet *K 23* in the Gulf of Finland. Nearly a year later, the refitted "killer group" found the *K 3* on the surface on 21 March 1943. Following its dive, the German ships executed a near perfect pattern, claiming another Soviet submarine. This scenario utilizes the same pieces during different years to illustrate the developments in sonar by the German Kriegsmarine.

II. Order of Battle

1. Russian Player—*K 23* (or *K 3* for 1943 scenario), Class Katyusha
2. German Player—*Z 39*, Class *Z*
R 18, Class R 17
R 20, Class R 17

III. Starting Location

1. *K 23* (or *K 3*)—J34, Bd C, Dir. 6
2. *Z 39*—R29, Bd C, Dir. 5
R 18—R42, Bd C, Dir. 5
R 20—U37, Bd C, Dir. 5

IV. Victory Conditions

The German player must sink the Soviet submarine in either scenario to win. Any other result is a Soviet victory.

V. Game Length

- 15 turns (for *K 23*), Day Scenario
10 turns (for *K 3*), Day Scenario

VI. Special Rules

The latest German values must be used for the surface ships.

SCENARIO S2 DAS CAPITAL SHIP

I. Introduction

On 5 July 1942, the *Tirpitz* departed Altenfjord on her last sortie of the war. *Tirpitz* was making course in the direction of the infamous Convoy PQ17 which, unknown to the Kriegsmarine, had scattered the day before. Her course crossed the patrol of the Soviet submarine *K 21*, which had been laying in wait for just such a chance. *Tirpitz* was fired on by the Soviet sub, but none of her crew seems to have noticed the attack. After 12 hours, *Tirpitz* returned to her anchorage.

II. Order of Battle

1. Russian Player—*K 21*, Class Katyusha
2. German Player—*Tirpitz*, Class *Tirpitz*
Z 39, Class Z
F 1, Class F
F 2, Class F

III. Starting Location

1. *K 21*—as per rule 20.4
2. *Tirpitz*—M25, Bd B, Dir. 6
Z 39—M18, Bd B, Dir. 6
F 1—M39, Bd B, Dir. 6
F 2—M32, Bd B, Dir. 6

IV. Victory Conditions

The Soviet player must apply at least 30 points of damage to the *Tirpitz* to win. Any other result is a German victory.

V. Game Length

- 20 Turns, Day Scenario

VI. Special Rules

Consider the *Tirpitz* a fast convoy unless and until hit by torpedo attack.

Use the Torpedo Attitude of the *Gneisenau* but subtract one from the white die, as the *Tirpitz* was a broader target.

Ship Data Chart for *Tirpitz* will read as follows:

ID	TYPE	CLASS	DEF	SPEED	DMGE	FWD
C14	BB	<i>Tirpitz</i>	4	9	63	31
BDE	AFT	VP	AVAIL			
63	31	63	F 41			

SCENARIO S3 ACCIDENTS DO HAPPEN!

I. Introduction

The Soviet submarines *L 15* and *L 16* were on their passage to England via the Panama Canal; they were to be refitted there with the latest British advance in electronic detection devices. On 11 October 1942, these submarines, proceeding on the surface in American coastal waters off California, were attacked by the Japanese *I 25* whose crew had mistaken them for American boats. *L 16* was struck aft of the control tower by a single torpedo and sank in minutes. The resulting explosion also sprang all of the *I 25*'s rivets and it too sank. The diplomatic repercussions were dampened by the two governments since neither desired an unfortunate outbreak of hostilities at the time.

II. Order of Battle

1. Japanese Player—*I 25*, Class *I* 15
2. Russian Player—*L 15*, Class Leninets
L 16, Class Leninets

III. Starting Locations

1. *I 25*—L19, Bd A, Dir. 2

2. *L 15*—Q25, Bd A, Dir. 6
L 16—Q32, Bd A, Dir. 6

IV. Victory Conditions

The Japanese player wins by sinking either of the Soviet submarines. Any other result is a Soviet victory.

VI. Special Rules

Both Soviet submarines commence the scenario on the surface.

Each Soviet submarine is to be considered an independent slow convoy.

No submarine, Russian nor Japanese, may dive below 25 feet.

For the Leninets Class boats, use the "S" Class data, and modify the information as follows: Reduce the maximum speed to "5"; add two stern torpedo tubes and two stern torpedo reloads.

I 25 has but two torpedoes left; both are loaded in the bow tubes. *I 25* is also heavily damaged; the Japanese boat has only 4.1 damage points left before it is sunk.

SCENARIO S4 SINK THOSE SHIPS, COMRADE!

I. Introduction

The Soviet submariners had no "happy time". For them the war was long and bitter, filled with disappointments and defeat, death and disasters. In the Black Sea only, did they enjoy even parity with the enemy surface forces; not surprisingly, in the Black Sea were recorded the majority of the sinkings of enemy merchant shipping. Typical of this little known warfare, on 4 November 1943 off the coast of the Crimea, *A 3* attacked a small convoy. After sinking one merchantman and damaging another, the Soviet sub was located and sunk by the escort ships.

II. Order of Battle

1. Russian Player—*A 3*, Class Amerikanski Golland
2. German Player—6-C2 Merchantmen
F 4, Class F
F 9, Class F

III. Starting Locations

1. *A 3*—within five hexes inclusive of "I"
2. C2 Merchantman—H31, Bd B, Dir. 5
C2 Merchantman—K26, Bd B, Dir. 5
C2 Merchantman—O34, Bd B, Dir. 5
C2 Merchantman—R39, Bd B, Dir. 5
C2 Merchantman—V38, Bd B, Dir. 5
C2 Merchantman—Y33, Bd B, Dir. 5
F 4—D26, Bd B, Dir. 5
F 9—Y26, Bd B, Dir. 5

All merchantmen are in a slow convoy.

IV. Victory Conditions

The Soviet player must attain 25 victory points more than the German player to win. Conversely, the German player must sink the *A 3*. Any other result is a draw.

V. Game Length

- 20 Turns, Day Scenario

VI. Special Rules

For the Amerikanski Golland Class boat, use the "Shch" Class data, and modify the information as follows: Reduce the Sinking Damage to "2" and the Surface Damage to "1"; delete the stern torpedo tubes and all stern torpedo reloads.

SCENARIO S5 REFUGEES ARE THE ENEMY TOO.

I. Introduction

In front of the victorious advancing Soviet armies in the Baltic, hundreds of thousands of German civilians and soldiers fled. Many hoped to take passage on anything that would float and make their way to north German ports, thence westward to Allied lines. The Soviet submariners positioned their boats athwart the entry to German-held ports to extract revenge. In January 1945, Soviet subs sank the large steamers *Wilhelm Gustlov*, *General Steuben* and *Goya*, each packed with civilian refugees and military wounded. An estimated 15000 people were lost. This scenario condenses the tragic situation.

II. Order of Battle

1. Russian Player—*S 13*, Class *S*
L 3, Class Leninets
2. German Player—*Wilhelm Gustlov*, C3 Merchantman
General Steuben, C3 Merchantman
Goya, C2 Merchantman
R 201, Class R 151

III. Starting Location

1. *S 13*—as per rule 20.4
L 3—as per rule 20.4

2. *Wilhelm Gustlov*—C23, Bd B, Dir. 5
General Steuben—J27, Bd B, Dir. 5
Goya—X34, Bd B, Dir. 5
R 201—Q30, Bd B, Dir. 5
 All merchantmen are in a slow convoy.

IV. Victory Conditions

The Soviet player wins by sinking at least two of the three steamers. Any other result is a German victory.

V. Game Length

20 Turns, Night Scenario

VI. Special Rules

Both Soviet submarines are bereft of reloads. These may fire only the torpedoes in the tubes at the start of play.

Soviet submarines may not voluntarily surface due to German control of the air.

For the *Leninets* Class boat, use the 'S' Class data, and modify the information as follows: Reduce the maximum speed to "5"; add two stern torpedo tubes.

SCENARIO S6 BLACK SEA TANKER

I. Introduction

Throughout the Great Patriotic War, the Axis shipping was prey to daring Soviet commanders. In exchange, losses were heavy among the Russian submariners also. Shortly after the opening of *Barbarossa*, the Soviet Black Sea Fleet served notice that it would operate vigorously against the invaders. On 15 August 1941, *Shch 211* attacked an escorted tanker convoy off the coast of Bulgaria. It managed to sink the tanker *Peles* and withdraw undetected. A few days later, *Shch 211* was lost with all hands to German aircraft. The sinking of the *Peles* was one of the major Soviet naval coups of the early months of the conflict and alerted the German command to the potential of the Soviet submarines. Thereafter, they were priority targets for German surface vessels and German aircraft.

II. Order of Battle

1. Russian Player—*Shch 211*, Class Shch
2. German Player—3-T2 Tankers
F 4, Class F

III. Starting Locations

1. *Shch 211*—as per rule 20.4; may not be placed in Zone III nor Zone IV
2. T2 Tanker—M28, Bd B, Dir. 3
T2 Tanker—M21, Bd B, Dir. 3
T2 Tanker—M14, Bd B, Dir. 3
F 4—G17, Bd B, Dir. 3
All tankers are in a slow convoy.

IV. Victory Conditions

The Soviet player wins by sinking one tanker and surviving, or by sinking two tankers if it does not survive. Any other result is a German victory.

V. Game Length

30 Turns, Day Scenario

VI. Special Rules

Rules 61. and 62. must be observed.

SCENARIO S7 CAT AND MOUSE

I. Introduction

In the narrow waters of the Baltic, the opposing submarine fleets played a deadly game of "cat and mouse". German U-boats sought to destroy the Red Banner Fleet, confused and harried by continual aircraft attacks. Meanwhile, the surviving Soviet submarines took every opportunity to sink German shipping, often at foolhardy risks. On 9 August 1941, the Soviet lookouts on *Shch 307* sighted a German submarine running east on the surface. In the deadly game of submarine versus submarine, the victor is the one that fires first. The Russian crew, even as the Germans became aware of their presence, launched a full spread of torpedoes. *U 144* was lost with all hands. It was the sole unqualified success in the Baltic, the only major enemy warship sunk there by the Russians.

II. Order of Battle

1. Russian Player—*Shch 307*, Class Shch
2. German Player—*U 144*, Class IID

III. Starting Locations

1. *Shch 307*—as per rule 20.4
2. *U 144*—as per rule 20.4

IV. Victory Conditions

The player to score the most victory points is the winner. Any other result is a draw.

V. Game Length

40 Turns, Day Scenario

VI. Special Rules

Each player, prior to placing their boat on board and commencing play, must secretly indicate the starting location of his submarine. Both submarines must commence play on the surface.

No submarine, Russian nor German, may dive below 25 feet.

For the IID Class boat, use the "VIIIB" Class data, and modify the information as follows: Reduce maximum speed to "4"; reduce Surface Damage to "1" and Sinking Damage to "2"; ignore all surface guns; reduce bow tubes to three and bow reloads to three; delete all stern tubes and stern reloads.



Contest 112

Having digested the information on Page 29 of this issue, the intrepid reader now turns here for the last piece of the puzzle. As a final aid, well in keeping with the spirit of si-move play, the following are the Allied commitment of patrollers and air units. Your problem is where the rest of the Allied fleet will appear!

In Indonesia:

RNZAF
 Marine AF
 Maryland
 Missouri
 Vicennes
 Chester

In Bay of Bengal:

10 AF

In Coral Sea:

Canberra

In South Pacific:

11 AF

In Marianas:

7 AF
 Naval AF

In Marshalls:

5 AF

In US Mandate:

Wichita

In Hawaiian Islands:

New York

In North Pacific:

Minneapolis

In Aleutians:

RAAF

Origins



ANNOUNCING AN AUCTION OF NOTE

Charles S. Roberts, founder and first President of The Avalon Hill Game Company, has agreed to auction his Private Collection of over one hundred early Avalon Hill titles.

Approximately half of these games will be offered at a public auction at ORIGINS '83 on Saturday afternoon (16 July 1983) at Cobo Hall in Detroit. The other half of the collection will be offered via a mail auction with a closing date of 1 September 1983.

Mr. Roberts will attend the ORIGINS '83 auction. Almost all games are circa 1963, complete, unused and in mint condition. A certificate will be issued with each game. Mr. Roberts will autograph games if desired by successful bidders. Satisfaction will be guaranteed to successful by-mail bidders.

COMPLETE LIST OF ITEMS FOR AUCTION

GAMES AT ORIGINS:

Copies	Title
1	TACTICS (1952 original)
2	GETTYSBURG (hex)
3	TACTICS II
1	DISPATCHER
1	VERDICT
1	U-BOAT (metal ships)
4	MANAGEMENT
4	D-DAY
1	CHANCELLORSVILLE
1	NEUCHESSE
1	VERDICT II
1	AIR EMPIRE
1	LE MANS
1	CIVIL WAR
2	BASEBALL STRATEGY
4	FOOTBALL STRATEGY
4	WATERLOO (large box)
2	BISMARCK (large box)
4	STALINGRAD (large box)
2	DOLL HOUSE GAME
2	TRUCKS, TRAINS, BOATS & PLANES
1	WHAT TIME IS IT?
1	IMAGINATION
2	WORD POWER
1	TACTICS counters/rules
3	TACTICS boxes

MAIL AUCTION:

Copies	Title
1	GETTYSBURG (hex)
2	TACTICS II
1	DISPATCHER
7	MANAGEMENT
1	CHANCELLORSVILLE
7	D-DAY
1	NEUCHESSE
1	VERDICT II
1	AIR EMPIRE
1	LE MANS
1	CIVIL WAR
3	BASEBALL STRATEGY
7	FOOTBALL STRATEGY
7	WATERLOO (large box)
2	BISMARCK (large box)
5	STALINGRAD (large box)
2	DOLL HOUSE GAME
2	TRUCKS, TRAINS, BOATS & PLANES
2	WORD POWER
1	TACTICS counters/rules
3	TACTICS boxes

CIRCUS MAXIMUS 2nd Edition

The rules of *CIRCUS MAXIMUS*, adjudged by the readership of *The GENERAL* one of Avalon Hill's best games (see the RBG of this issue), have recently undergone a beneficial facelift. A number of rule changes—some merely cosmetic, others quite important—make this classic game of chariot racing even more exciting and complete than before. Henceforth, the second edition rules will be included with current press runs of *CIRCUS MAXIMUS* and will be considered the official rules for all tournament play. For owners of the game who desire the latest edition, copies are available for \$3.00 plus normal shipping and handling costs. Maryland residents please add 5% state sales tax to their remittance.

Squad Leader Clinic

RUBBLE AND ROADBLOCKS

By Jon Mishcon

The same story. Retold time after time throughout World War II. The city is defended by a relatively small number of relatively immobile troops. The powerful mechanised attacker lunges forward to the city portal. Before attempting to capture the city itself, the attacker uses his powerful air and artillery to reduce the defender's "will to resist". Sometimes it works. More often the blast effects shatter any fixed position defenses but leaves the majority of defenders huddling in cellars, unscathed. The resulting destruction leaves massive piles of masonry, difficult to assault around, impassable to vehicles, easy to defend. In many ways, the attack is slowed rather than sped by the extensive destruction.

Rubble by its very nature is a form of roadblock. Roadblocks are whatever impedes road movement. Most often roadblocks are a couple of good heavy trees felled across the width of the road. Preferably right behind a curve, out of sight until the last moment. Rarely a roadblock will be a complex structure of steel girders and heavy timber posts. The time it takes to remove a man-made roadblock is directly related to the care taken in placing the block, its relative size and, as with all other obstacles, the active protection it is given. The huge roadblocks caused by rubble piles are usually removable only by specially-equipped troops.

Since rubble and roadblocks seem to go hand-in-hand, let's look at them both. First, how the SL system handles rubble:

31.1 Passengers may not ride an AFV reducing a wooden building to rubble.

58.1 KIAs by artillery, mines or demo charges reduce all levels of a building to single story rubble.

58.2 Stone rubble costs 2MF to enter and still yields +3 DRM on the IFT.

58.3 Rubble is a Level 1 obstacle.

58.4 Wooden buildings rubbled by having a tracked AFV pass through permit, if the AFV isn't immobilized, other tracked vehicles to pass through the hex.

63.46 Any AA gun may fire from a rubble hex.

63.6 Mortars may be fired from rubble.

101.7 Bombs may create rubble as any other HE attack.

106.1 Rubble may not be bypassed by infantry.

112.3 Rubble may not be bypassed by vehicles.

112.71 AFVs in bypass around a building that is subsequently rubbled must leave the hex in the AFV's next movement phase.

114.52 Units on skis may not enter rubble hexes.

123.41 Motorcycles may not enter rubble hexes.

125.41 Demolition attacks which do not result in rubble affect only the target hex.

126.4 Bridges destroyed over shallow water cause water level rubble.

136.2 Booby traps may be set in rubble, but if set in a building hex that is subsequently rubbled, the booby traps are destroyed.

136.6 Units may not deliberately detonate a friendly booby trap unless they pass some form of morale check.

142.4 Units in rubble allow enemy units moving next to them (adjacent to a wall/hedge) to retain full wall/hedge benefits.

144.91 Passengers may not use mounted assault

through rubble.

145.1 TEMs do apply to the IFT DR in any attempt to rubble buildings.

148.44 Cannister cannot rubble buildings.

149.11 Rubble, once cleared, can turn a wheatfield or brush hex into clear terrain.

155.3 Rubbling allows adjacent fire between upper level rowhouses.

164.21 Rubble is +1 on Equipment Possession Acquisition drm.

169.1 Rubble is treated as the building type from which it is made.

170.1 HE attacks on ground level building hex that achieve KIA rubble the whole building. KIA versus upper levels may or may not level the entire building but will turn that, and all levels above, to rubble.

170.2 Ground level rubble is a Level 1 obstacle.

170.3 Infantry movement into rubble costs 3 MFs. Vehicles may enter wooden rubble at 4 MPs (chancing a breakdown) but cannot enter stone rubble.

170.5 Rubble may fall from 2nd or 3rd to create new rubbled buildings or rubble hexes.

170.6 Rubble may be cleared by infantry and bulldozers.

SQUAD LEADER rubble thus proves a real obstacle for advancing troops. A city board of mostly rubbled buildings would be almost impassable.

Roadblocks are treated as one uniform type in the SL system. A brief review of how the system treats roadblocks:



62.2 A roadblock is treated as a stonewall across the hexside to which it points; however, no vehicle may cross such a hexside.

62.3 Roadblocks may be removed by a tank, SP gun or squad afoot that spends an entire turn adjacent to the roadblock hexside without moving or firing.

62.4 Roadblocks may be eliminated by a KIA from a demo charge placed in the roadblock counter hex.

62.5 Roadblocks may be placed using Hidden Initial Placement.

107.21 Guns with vehicle target classification can claim hulldown status behind a roadblock.

112.3 Vehicular bypass is not allowed across any hexside connected directly to a roadblock hexside.

144.14 CE AFVs behind a roadblock cannot claim both the roadblock's TEM and the CE TEM.

155.54 Roadblocks may be placed in the marketplace.

Understandably, roadblocks pose little impediment to infantry. Most importantly, roadblocks act *a*) as a form of "rubble" in the hexsides they connect, *b*) permit weapons to be "hulldown" behind the roadblock. Now, how can rubble and roadblocks be profitably used in the scenarios.

Scenario 10: Note that if hex 3M2 is rubble, the Americans will be hardpressed to attain 2nd level fire positions. Run the crew into the building hex with 36 mine factors. If not KIAed but broken, rout out again and try again. If unbroken, break voluntarily and rout out.

Scenario 12: Try spreading the initial roadblocks and attempt to build at least three more. Consider placing the initial roadblocks in 2R1 facing 2S2, and 3AA6 facing 3BB6. Build blocks in 3E6 facing 3F6, 1EE5 facing 1FF4, and 1FF5 facing 1EE5.

Scenario 13: The Russian roadblock is probably best used as a stonewall and firegroup builder. If you favor the upfront defense, then putting the roadblock in 3M6 facing 3L6 allows good placement of the 57LL ATG or squad with LMG.

Scenario 22: Usually place both roadblocks on Board 5. The first in 5M3 facing 5N2 (just beyond the maximum reach of Russian first turn move). The second may be placed in 5F2 facing 5G3. This may leave vehicles in the open exposed to ATR fire from the heights.

Scenario 25: Recommend that the roadblocks be placed in 5Z9 facing 5AA9 and 5Y8 facing 5Z7. These allow stonewall firing positions for your up-front infantry and, if combined with wire from 5Y4 through 5Y7, will at least slow the attacker's motorized thrust.

Scenario 31: The trenches give your artillery hulldown status, so you're free to use the roadblocks to impede motion. Consider placing one in 5R6 facing 5S6, then using squads to kindle any of the woods-road hexes around 5J3. A roadblock in 5R9 facing 5S9 not only blocks the road but allows clear lanes of fire for a gun in 5R8. Roadblocks in 4F3 facing 4G4 and in 4I1 facing 6I10 may help channel the deep German armor thrust.

Scenario 34: The roadblock is fixed. Stay away from it. It may divert British armor, if you're lucky.

Scenario 39: By placing the three roadblocks in 6N2 facing 6O2, 6O2 facing 6N1, and 6O1 facing 6N1, the German armor can be channeled west of 3M6. Note that this creates a three hex pinch at 6M7-6M9.

Little discourse on the possibilities of rubble is made in reference to the scenarios simply because the potential value of the rubble is outweighed by the risk of having some heavy weapon malfunction. Doubtless, players have found that rubble occurs where it will in the heat of battle.

Lastly, I must make mention of one of our favorite tactics in DYO scenarios. Soviet AFVs may be placed on heights in hulldown firing positions behind a conveniently placed roadblock. If it seems

a trifle unrealistic, consider it an improved position.

A new scenario has been provided in this issue's insert to allow readers to experiment with the rules herein explored.

After Action Report—Dead of Winter

This note continues the series of commentaries in the Clinic pertaining to the scenario published in a previous *GENERAL* (Vol. 18, No. 5). The intent of these reports is to provide the player with one of numerous possibilities: defensive setup, attacker initial position, and basic tactical approach. Having had several months to examine your own approaches to our Clinic scenario, the reader can now compare his findings with our summation.

GERMAN: Place trenches in Y4, Y5, Z3, Z4 and AA4. Place the Panzer IV in Y4. Bore-sight guns on U1. Place crew and ATG in Z3 bore-sighted on V9. Place one squad with LMG and 8-1 leader in Y5, one squad in Z4, 9-2 leader with squad, MMG and DC in AA4. Bore-sight the MMG on Y1.

RUSSIAN: I recommend you enter tanks with infantry on hexes R0-R3.

ATTACKER'S TACTICS: Initially use your tanks to move up infantry. On turn 2 all three tanks move out to engage the panzer as the infantry moves through the woods. With reasonable luck you'll lose two tanks for the panzer's destruction. The remaining T34 can then obstruct fire lanes into Y1, allowing the infantry to move over AA1 and exit. Try to avoid infantry duels with the Germans.

DEFENDER'S TACTICS: If the Soviet player sweeps across the board at you, fasten down the trigger and pray. Once in the trenches the Russian will cut you to pieces but may lose too many troops to win. If the Russian player is conservative, you'll find out why the 37L was called the "door-knocker" by the German troops. You should be able to trade 2-for-1 in tanks but may have to move infantry out of the trenches to fire at the Soviet infantry. Keep the Demo Charge for the last ditch defense of the ATG if necessary.

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	31	2626YOU	1
2.	B. Dobson	6	2392RJQ	2
3.	B. Sinigaglio	16	2150GHI	3
4.	D. Burdick	30	2134GFM	4
5.	D. Garbutt	29	2126FHM	5
6.	P. Siragusa	25	2091DFH	6
7.	E. Mineman	1	2090CED	—
8.	F. Preissle	28	2037LMX	7
9.	P. Kemp	2	2024EEI	8
10	J. Kreuz	25	2016FHK	9
11.	T. Oleson	40	2009WXZ	10
12.	J. Zajicek	34	2004HJO	11
13.	M. Sincavage	20	1991DEI	12
14.	B. Remsburg	14	1978GHN	14
15.	W. Scott	28	1964JHS	17
16.	F. Freeman	5	1924EEF	15
17.	M. Simonitch	1	1912CDE	—
18.	L. Kelly	24	1896VWZ	18
19.	J. Sunde	6	1895KKS	24
20.	J. Beard	20	1893CHO	—
21.	P. Flory	7	1885CFH	23
22.	J. Anderson	7	1876DDE	20
23.	R. Leach	33	1874HLR	21
24.	C. Wannall	7	1863GKO	22
25.	D. Munsell	26	1857GFJ	19
26.	P. Landry	5	1848GHL	25
27.	R. Phelps	12	1843GID	29
28.	R. Beyma	6	1836CDE	26
29.	F. Reese	11	1834GDF	27
30.	B. Schoose	11	1827FHL	33
31.	N. Cromartie	16	1823GGN	28
32.	S. Martin	24	1811GIL	32
33.	E. Miller	17	1801GJP	34
34.	R. Hoffman	17	1798EGL	35
35.	B. Armstrong	3	1796EFF	36
36.	J. Wirt	4	1788DFE	30
37.	F. Ornstein	14	1784FGL	37
38.	G. Charbonneau	5	1780DFI	38
39.	D. Greenwood	31	1779FFJ	40
40.	C. Olson	14	1778DEJ	41
41.	B. Downing	20	1776FHK	49
42.	R. Jones	7	1769GJN	31
43.	G. Smith	5	1761EEK	46
44.	J. Baker	3	1757CDH	44
45.	L. Carpenter	3	1754CEF	45
46.	B. Salvatore	8	1747FIM	47
47.	S. Johns	1	1744GCD	—
48.	D. Kopp	3	1734EHL	42
49.	S. Heinowski	4	1726DGK	48
50.	H. Newby	4	1726IEE	39



THE AVALON HILL GENERAL & COMPANY INDEX

After dozens of requests for it, we've finally compiled an index for *THE GENERAL*. But what an index! Virtually everything that has appeared in the first 16 volumes of *THE GENERAL* is referenced and cross referenced ad infinitum.

The main subject matter is, of course, a chronological listing of gaming articles by subject matter with specific author, volume, and page references. There is, however, much more including indices for contests, RBGs, philosophies, covers, letters, and miscellaneous articles.

The index also includes a running commentary on the development of the Avalon Hill Game Co. from 1952 to the present. This "Time Line" is a wealth of information for the trivia buff or serious AH devotee and includes a complete listing of Avalon Hill titles in the order of their publication, complete with design/development credit and miscellaneous information.

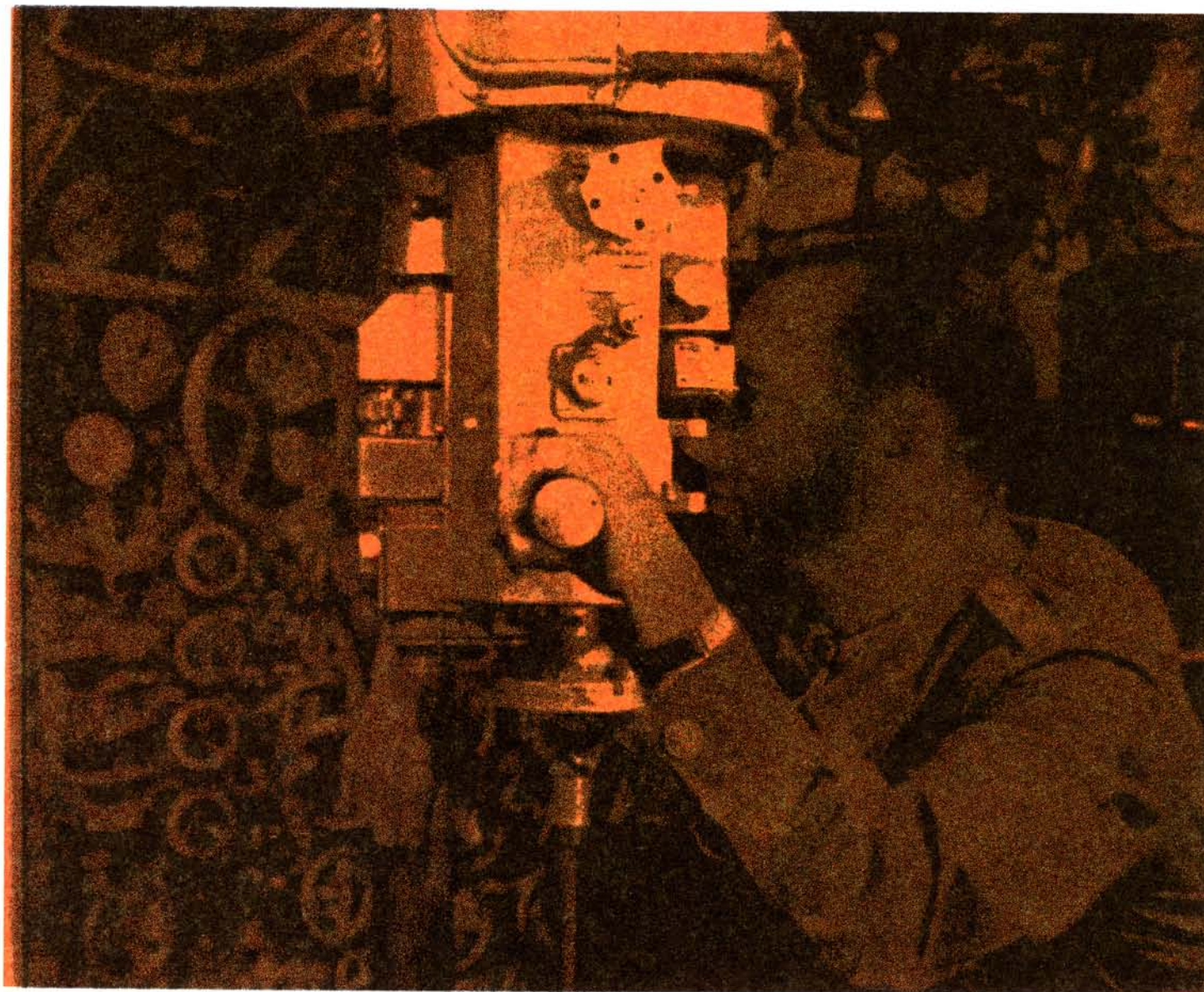
This 20 page, 8" x 11" booklet is yours for \$4.00 plus the usual postage charges direct from Avalon Hill at 4517 Harford Rd., Baltimore, MD 21214. Maryland residents please add 5% state sales tax.

MEET THE 50 . . .

Mr. John Anderson is 18, single and a student of the University of Arkansas majoring in computer science.

Favorite Game: SL series
AREA Rated Games: SL, TRC, 3R
AREA W-L Record: 13-1-1
Gaming Time/Week: 18 hrs.
Hobbies: Golf, Chess
Pet Peeve: Getting KIAed 25 hexes away from an American 8-1 with a 50 cal. while moving in the open.

"The play balance of the *Russian Campaign* in terms of AREA rating are laughable. Against any good Russian player, the best you could hope for as the German would be a draw unless—of course—you had clear weather in Sept., Dec. and March. Not even the best Russian player would stand a chance. The luck of the weather die rolls early plays too great a role and the extremes of the victory conditions make play against a lower-rated opponent a disaster. I feel that the scenario victory conditions should be used at all times (preferably the July/Aug 1943 conditions as they offer a short game with some aspects of offense and defense for both sides). Also, the historical weather rules should be used in conjunction with the above because it rules out the extremes and makes tactical skill more important than just plain luck."



UP-SCOPE!

Increased Realism in SUBMARINE

By Michael Anchors

SUBMARINE is a challenge to play with the Optional or Advanced Rules for hidden submarine movement. Except in rare instances when sonar succeeds in tracking the movement of a submarine for several consecutive turns, the escort player is forced to rely on his powers of intuition and logic to parry the thrusts of his unseen opponent. Unfortunately, the game system does not confront the submarine player with a similar challenge. He can see everything on the surface—even when his submarine is forty fathoms under the waves!

Historically, a U-boat captain below periscope depth was blind. He had only his ears and his imagination to reconstruct events on the surface. The hydrophone could give him a general bearing to the convoy, which it detected as the summated roar of a hundred propellers, but never the detailed information needed to aim torpedoes accurately. Individual ships could not be distinguished until they came close indeed, and then the captain might hear the characteristic syndrome of danger: the high pitched drone of a destroyer engine at speed, the turbulence

around its swiftly moving hull, the nerve-wracking "ping" of the sonar on the U-boat hull and, penultimately, the splash of depth charges overhead. Counting on proximity, the submariner might loose a desperate torpedo on a hydrophone bearing, but its chance of hitting the destroyer would be slim. The final seconds were better spent diving deep or sitting still and silent, hoping the pursuer would lose the scent.

Of course, the captain could settle his doubts about the precise location of convoy and escorts by raising his periscope, but that carried the risk of detection by radar or lookouts. Cautious captains, the kind who survived, used their periscopes sparingly and relied on calculation and educated guesswork to plot the movement of surface ships and position their subs for attack or escape. Thus, use of the periscope was essential, but the situation required that it be used sparingly and efficiently.

For the spice of realism, try the following variant rules:

VARIANT RULES FOR THE BASIC/OPTIONAL GAME

The original rules apply except as amended or supplemented below.

A. The submarine player is not permitted to see the gameboard unless one of his submarines is on the surface or at a depth not greater than 25'.

B. Rule A applies even if escorts locate a submarine. A submarine counter is placed on the board and moved by the escort player according to the written moves of the submarine player, so long as contact is maintained; but, the submarine player may not see the board himself unless eligible.

C. Submarines at a depth of 25' are not automatically sighted in daylight, but may be detected by radar or visual search. Escort ships with radar may not use visual search, but may use radar. Escort ships without radar may use the "Basic Visual Search Table."

BASIC VISUAL SEARCH TABLE

Sub Speed	Range (in hexes)			Die Roll Modifiers		
	0-15	10-30	31	Night	Jap/German	Italian +
3	5*	4	3	+1	-1	+1
2	4	3	2	+1	-1	+1
1	3	2	1	+1	-1	+1
0	2	1	0	+1	-1	+1

* Escort player must roll equal to or less than the modified sighting number to sight a sub at a depth of 25'. Subs on the surface in daytime are automatically sighted.

+ The Italian +1 modifier applies only until an enemy sub is detected or a torpedo appears.

D. In all search or fire procedures, the range from one ship to another is counted as the distance between *bow hexes* (not closest hex occupied by part of a ship as in the original rules). Each ship counter occupies two 100 yard hexes, but a submarine is *not* 200 yards long!

E. If the submarine player is ineligible to see the gameboard, search procedure is as follows. As the escort player calls out the bow hex and type of search(es) being conducted by each searching vessel, the submarine player secretly and silently refers to an unmounted mapboard (obtainable from Avalon Hill) to calculate the range from the searching ship to the nearest unsighted submarine. The escort player rolls a die for each search and announces the result. (A convenient method is to roll a red and a white die, applying the red die to sonar search and the white die to radar or visual search.) If there is a contact, the submarine player so informs the escort player and a submarine counter is placed on the board.

F. Italian escorts had poor sonar and indifferent lookouts. They must use the same adverse modifier to their sonar search rolls as the Japanese. In addition, there is a +1 modifier to their visual search rolls until a submarine sighting or a torpedo draws their attention.

G. Torpedoes appear on the mapboard at the end of their first turn of movement. If the submarine player cannot see the board . . .

1. The submarine player must inform the escort player of the location, course, depth and speed of the appearing torpedoes.
2. The torpedoes are moved by the escort player.
3. If a torpedo contacts a ship, the escort player rolls a die to determine whether the torpedo detonates. The sub player is informed of the contact only if the torpedo explodes, and even then he is not told the damage inflicted.

Indeed, the sub player does not find out the damage inflicted until the game is over; although, if he peeks through the periscope, he may see one of his targets missing or dead in the water. This is a nice balance since the escort player does not find out the damage inflicted by his ASW attacks either until the end of the game!

(A few incidental ideas before proceeding with the variant rules. If honesty or trust is a problem in your gaming circles, you can alleviate the problem by using numbered chits instead of dice. The chits drawn, after being examined by the escort player, must be placed face down and left in the sub player's view for his examination at the end of the game. Too, since torpedoes in the game can be of different types, but all the torpedo *counters* are the same, it is a good idea to color code the counters with colored dots or numbers on the back to avoid confusion. Now, back to the variant . . .)

H. The original rules for convoy movement, Section 7.6, are unrealistic. Convoys can turn in unison every 30 seconds (!?) and there is no requirement for a convoy to maintain any particular average

course prior to discovery of a submarine. A convoy does, after all, have to get from point A to point B. I can't imagine much time was spent milling about in the middle of the Atlantic in the absence of a submarine sighting, and such absurdly frequent turning makes aiming a torpedo at a convoy like shooting an arrow through a flock of birds—you don't improve your chance of hitting a bird by aiming at a particular bird. Therefore, until a submarine is located by search or a torpedo appears, the ships of a convoy, including warships:

1. may not move on a course differing from their original facing by more than 60° (i.e. one hexside);
2. may not turn more often than once in 10 turns (5 minutes);
3. Section 20.2.7 is still used to set the initial formation of a convoy, but the escort player may choose any initial direction prior to seeing the location of any submarine. The submarine player won't know the facing of the convoy until his submarine is at a depth of 25' or surfaces;
4. in the "Convoy Move" section of the log, the escort player need only record the first two turns by the convoy to specify the pattern of movement that will be followed prior to discovery of a submarine. The time between the start of the game and the first turn by the convoy cannot be longer than that between subsequent turns. (For example, 'R2' on Turn 5, 'L2' on Turn 15 is permissible but, 'R2' on Turn 10, 'L2' on Turn 15 is not.) The intent of this rule is to restrict convoys to a straight course or a simple (historical) zig-zag pattern;

5. in the first Movement Plotting Phase after a submarine or a torpedo is detected, the escort player must begin writing convoy moves 3 turns in advance as usual. Rule *H.1* above is then cancelled, and *H.2* is modified so that merchant convoys can turn once in 5 turns. Warships may change course each turn.

I. Recommended is the use of Optional Rule 59.0, Torpedo Reload Rate, for the sake of realism and play balance. Likewise, rule 60.0, Cargo too.

J. If a submarine at a depth of 0' or 25' fires a torpedo, the torpedo is considered "aimed". If a submarine at 50' or deeper fires a torpedo, the torpedo is unaimed. There is a +1 modifier to rolls on the Torpedo Detonation Table for that torpedo. *Alternatively*, this rule can be modified so that a deep-running torpedo is considered aimed only when it contacts the first merchantship. If it fails to detonate (misses), it becomes "unaimed" for future contacts. A shallow-running torpedo is considered "aimed" only when it contacts the first escort vessel. Thereafter, it is unaimed. If using the color coded torpedo counters recommended above, use one color for aimed torps and another for unaimed.

FRILLS DEPARTMENT. A torpedo can be aimed while the sub is at 0' or 15' and fired later when the sub is below 25' if the movement orders for both submarine and torpedo are written in advance. For instance, a submarine player with his boat at 25' could pre-record his movement for three turns in advance, submerge to 100' and fire an aimed torpedo by writing the following orders in the log:

Move	Location	Depth	Torpedo Section		
Turn 5	R1	X38d5	25	1	2 3
6	L1L	X39d3	75		
7	1	Y39d3	100	AR7	B7 CL7

All orders written on turn 5.

ADVANTAGE: Attacking destroyers will not be able to assume that, because a torpedo appeared on turn 7, that the firing submarine was at 0 or 25' on turn 7.

DISADVANTAGE: Submarine player is hoping the target ship will hold course for three turns.

K. The game length is no longer set at 20 turns. Instead, the game continues for 20 turns after a submarine or a torpedo is detected. Thus escorts will have a full 10 minutes to hunt for the sub. (Would a destroyer give up the chase after one minute simply because a submarine fired its first torpedo on Turn 18?)

ADVANCED VISUAL SEARCH TABLE

Submarine Depth		Range Modifiers				Sub Speed		
Dice Roll	Day	Night	Weather	Rough	Clear	3	2	1 0
	0'	25'	Storm					
65-66	AUTO	28 28	-7	-4	0	+7	+5	+2 0
63-64	"	20 20	-7	-4	0	+7	+5	+2 0
61-62	"	16 16	-7	-4	0	+7	+5	+2 0
55-56	"	14 14	-7	-4	0	+7	+5	+2 0
53-54	"	12 12	-7	-4	0	+7	+5	+2 0
51-52	"	10 10	-7	-4	0	+7	+5	+2 0
45-46	"	9 9	-7	-4	0	+7	+5	+2 0
43-44	"	8 8	-7	-4	0	+7	+5	+2 0
41-42	"	7 7	-7	-4	0	+7	+5	+2 0
35-36	"	6 6	-7	-4	0	+7	+5	+2 0
33-34	"	5 5	-7	-4	0	+7	+5	+2 0
31-32	"	4 4	-7	-4	0	+7	+5	+2 0
25-26	"	4 4	-7	-4	0	+7	+5	+2 0
23-24	"	4 4	-7	-4	0	+7	+5	+2 0
21-22	"	4 4	-7	-4	0	+7	+5	+2 0
15-16	"	4 4	-7	-4	0	+7	+5	+2 0
13-14	"	4 4	-7	-4	0	+7	+5	+2 0
11-12	"	4 4	-7	-4	0	+7	+5	+2 0

German and Japanese escorts add 1 to the colored die. Italian escorts subtract 1 from the colored die until a sub or a torpedo is detected.

VARIANT RULES FOR THE ADVANCED GAME

The original Advanced Game rules and all the above variant rules apply except as amended or supplemented below.

1. (cf. Section A above)

The submarine player is not permitted to see the gameboard unless one of his submarines:

- is on the surface; or
- has S-gear; or
- is at a depth of 25' and '▲' (scope up) is written in the Operation section of the log. The "scope up" order written in the Movement Notation Phase does not take effect until the Submarine Movement Phase. The periscope may be lowered by writing '↓' or by diving below 25'.

2. If a submarine at a depth of 25' with its periscope or snorkel up is rammed by a surface ship, the periscope or snorkel is permanently lost.

3. Submarines at 25' are subject to radar or visual search only if the periscope or schnorkel is up.

4. (cf. Section C above)

Substitute the "Advanced Visual Search Table" above for the Basic Table. Note the range modifier for sub speed. A periscope cutting through the water at 5 knots throws up a more visible wake than one moving at 2 knots.

5. If the bow hex of an escort vessel conducting a sonar sweep lies in a broadside quadrant of the closest submarine, as defined by Sections 17.6 and 17.7 of the original rules, there is a +2 modifier to the sonar search range.

The reason? A submarine broadside-on is a more echogenic object than a sub end-on because it subtends a larger arc. Submarine captains tried to present their bow or stern to searching escorts to escape detection. To counter this tactic, destroyers preferred to approach suspected submarines on perpendicular courses similar to an "Anvil" attack of *MIDWAY*.

6. Escorts are allowed 360° sweep as well as home. Why should sweeps be limited to 120° (Section 44.3) if home isn't? Nevertheless, if players prefer the 120° sweep rule, it can be used-provided the escort player tells the submarine player not only the bow hex of each searching escort but the facing as well.

7. (cf. Section G above)

The original Advanced Game Rule 40.0, Torpedo Hidden Movement, applies. Moreover, a hidden torpedo cannot detonate against a ship while the submarine captain is away from the board unless it is in a hex or enters a hex *known* to contain part of a surface ship. This can occur, for instance, when the target ship is dead-in-the-water or when the torpedo enters a hex called out in the preceding Search phase. If a deep-running torpedo passes within one hex of a searching escort or a shallow torpedo within two, the torpedo must be placed on the board.

8. (cf. Section H above)

Convoys may not turn more often than once in 5 turns until a submarine or torpedo is detected. Afterwards, the limit is 3 turns.

9. The original Rule 35.0, Launching Torpedoes, may be used, instead of Section J above. Many prefer Section J; but if you use Rule 35.0 instead, modify 35.2.2 as follows:

Novice crew	1 ship
Experienced crew	2 ships
Professional crew	3 ships

The original rule was too generous by historical standards and was unbalanced in favor of the submarine.

10. Torpedoes were ornery varmints and nobody's torpedo worked perfectly all the time. The submarine player must roll on the Torpedo Malfunction Table for each torpedo fired during the Torpedo Launch Phase.

11. In Section 9.7 of the original rules, delete "the dive is successful . . . penalty" and substitute "the initial dive is successful. Thereafter, in the Submarine Movement Phase of each turn in which the submarine is below the maximum safe depth (including the turn of the initial dive), the submarine sustains a number of hit *points* equal to the roll of one die up to a maximum of four hit points per turn. If a "5" or "6" is rolled, there is no additional damage that turn and no further damage rolls until the submarine dives deeper. There is a -1 modifier to the die roll if the depth of the submarine exceeds the maximum safe depth by 25%. Although the greatest danger of structural collapse did occur when a submarine first dived below maximum safe depth, some structural damage would continue to accrue due to the steady pressure."



TORPEDO MALFUNCTION TABLE

Weather Torpedo depth	Die Rolls			Storm Gale All	Effect
	Clear All	Rough Deep	Rough Shallow		
21-66			31-66		No effect
16			25-26		PREMATURE
					The torpedo explodes at the end of its first turn move. Sub player must inform escort player of location of the explosion.
15			23-24		SINKS
					Torpedo sinks immediately after being fired.
14			21-22		STUCK
					Torpedo sticks in the tube, permanently jamming its tube.
13			15-16		OFF-RIGHT
					At the end of its first turn move, torpedo makes 30° turn to the right.
12			13-14		OFF-LEFT
					Ditto, to the left.
11			11-12		ROGUE
					At end of first turn move, torpedo makes a 180° turn. Watch out!

CONVENTION CALENDAR

THE GENERAL will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to Avalon Hill gamers such as tournaments or events utilizing AH games is solicited and will be printed if made available.

APRIL 29-30, MAY 1

TRI-STATE CON '83, Cincinnati, Ohio

Contact: Cincinnati Adventure Gamers, 11020 Reading Road, Suite 175, Sharonville, OH 45241. (513) 984-8011.

APRIL 29-30, MAY 1

NIAGARA GAMEFEST & COMPUTER SHOW, St. Catharines, Ontario

Contact: Doug Mann, Niagara Gamers Association, 223 St. Paul Street, St. Catharines, Ontario, CANADA L2R 6V9. (416) 682-1438.

MAY 20-21-22

CHICAGO WAR GAMING, Chicago, Illinois

Contact: Gregory Principato, Treasurer, Chicago War Gaming, Inc., P.O. Box 217, Tinley Park, IL 60477.

MAY 29

M.I.G.S. GAMEFEST IV, Cambridge, Ontario

Contact: Les Scanlon, President M.I.G.S. 473 Upper Wentworth Street, Hamilton, Ontario CANADA L9A 4T6.

JUNE 4-5-6

DALLCON 83, Dallas, Texas

Contact: Dallcon 83, P.O. Box 345125, Dallas, TX 75230.

JUNE 10-11-12

MICROCON III, River Forest, Illinois

Contact: T.J. Ivinjack, Convention Director, Forest Gamers Club, River Forest Community Center, 414 Jackson, River Forest, IL 60305.
NOTE: Tournaments in *SL*, *COI*, *COD*, *GI* and *VITP*.

JUNE 17-18-19

GENGHIS CON V, Denver, Colorado

Contact: Denver Gamers Association, P.O. Box 2945, Littleton, CO 80161. (303) 798-1404.
NOTE: Tournaments include *BB '81*, *CM*, *CIV*, *GI*, *GSL*, *KM*, *PB/PL*, *TRC*, *SL*, *SOA*, *3R*, *VITP*, *WAS* and *WS&IM* among many others in the largest convention in the Rocky Mountain region.

JUNE 24-25-26

POLYCON, San Luis Obispo, California

Contact: Della Smith, Registration Secretary, P.O. Box 168, Julian A. McPhee University Union, Cal Poly, San Luis Obispo, CA 93407. (805) 543-3509.

JUNE 24-25-26

SEAGA '83, Norcross, Georgia

Contact: W.M. Souminen, Director, P.O. Box 930031, Norcross, GA 30093.

JULY 2-3-4

TEXCON 1983, Austin, Texas

Contact: Martha Ladyman, 8028 Gessner #1805, Austin, Texas 78753.

JULY 14-15-16-17

ORIGINS '83, Detroit, Michigan

Contact: Metro Detroit Gamers, O83 Info, P.O. Box 787, Troy, MI 48099.

JULY 29-30-31

PEERICON III, San Diego, California

Contact: Larry Peery, The Institute for Diplomatic Studies, P.O. Box 8416, San Diego, CA 92102. (714) 238-0893.
NOTE: An exclusively *DIPLOMACY* event.

Origins 83

BUILDINGS -3 0



No outgoing mortar fire
Overrun (29.4); OT: 5 IM, 6 Elim
Others: 6 Immobilize

1	2b	3	4c	5o	6	7w	8	9	0r
1	1	1	1	1	1	1	1	1	1

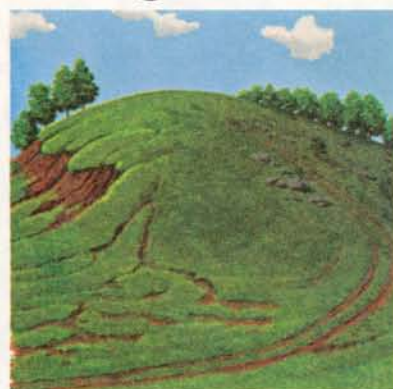
#1 SGT ALLEN SL
Carbine CCV: 9/5



Range	Firepower:
0	0
1	0
2	1
3	2
4	3
5	4

MORALE: 5 KIA: 8

HILL + -1* 2



*if target/firing group not on hill
IG: Two Moves to enter
AFV: Hull Down (black To Hit)

1	2b	3	4c	5o	6	7w	8	9	0r
1	2	2	2	2	2	2	2	2	2

UP FRONT

Do You Like Card Games?

Do You Like SQUAD LEADER?

Do You Like Games Packed With Decision Points & Gamesmanship?

Do You Want to Fly to ORIGINS '84 in Dallas, TX as Our Guest?

If you answered yes to any of these questions, then you'll want to be at ORIGINS 83 when we unveil *UP FRONT*, our newest entry in the *SQUAD LEADER* series. *UP FRONT* takes *SQUAD LEADER* a step further in both detail and playability. Each man is represented by a card which contains his ratings for morale, firepower at six different ranges, close combat ability, and survivability. Each player commands a single squad of Russian, German, or American troops which maneuver over a variety of terrain beautifully depicted on actual playing cards in an attempt to fulfill victory conditions for any of a variety of scenarios. AFV's, snipers, minefields, AT Guns, mortars, wire, smoke and much more come into play—in fact just about everything you'll find in *SQUAD LEADER* and its gamettes you'll find depicted in *UP FRONT* in a more playable format. Nationality differences and command control are intrinsically handled by the varying hand capacities of each player. You'll be amazed at how much detail has been portrayed in a game which is so simple to play, yet impossible to master. *UP FRONT* will be 1983's most innovative release. You simply must play it to believe it, and as only the basic game scenarios will be used in the tournament you can be primed for competition by Saturday evening when the first patrols set out in earnest. Buy it Friday, learn it that evening, and by Saturday you can command your first patrol in pursuit of that free trip to ORIGINS '84.

*First Prize: ORIGINS PLAQUE and Round-Trip airfare between any point in Continental U.S. and Dallas, TX for ORIGINS '84.

Second Prize: \$50 Merchandise Credit

Third Prize: \$25 Merchandise Credit

Fourth Prize: Two Year subscription to the GENERAL

NOT AVAILABLE FOR PURCHASE PRIOR TO JULY 15, 1983.

Don't miss these other great Avalon Hill ORIGINS '83 releases:

B-17: QUEEN OF THE SKIES . . . POWERS & PERILS . . . BULL RUN . . . PANZERKRIEG . . . PRO TENNIS . . . TACTICS

Make plans to register for the following tournaments at ORIGINS '83 by sending a SASE for a Pre-Registration form to: Metro Detroit Gamers, P.O. Box 787, Troy, MI 48069.

ACQUIRE
AFRIKA KORPS
B-17: QUEEN OF THE SKIES
CIRCUS MAXIMUS
CIVILIZATION
CROSS OF IRON
DIPLOMACY

FREEDOM IN THE GALAXY
FOOTBALL STRATEGY
G.I.: ANVIL OF VICTORY
GLADIATOR
SPEED CIRCUIT
MIDWAY
PANZER LEADER

RAIL BARON
RICHTHOFEN'S WAR
ROBIN HOOD
SLAPSHOT
SPEED CIRCUIT
SQUAD LEADER
THE RUSSIAN CAMPAIGN

TITAN
UP FRONT
VICTORY IN THE PACIFIC
WAR AT SEA
WIN, PLACE & SHOW
WIZARD'S QUEST
WOODEN SHIPS & IRON MEN

Mystic Wood

Damsel

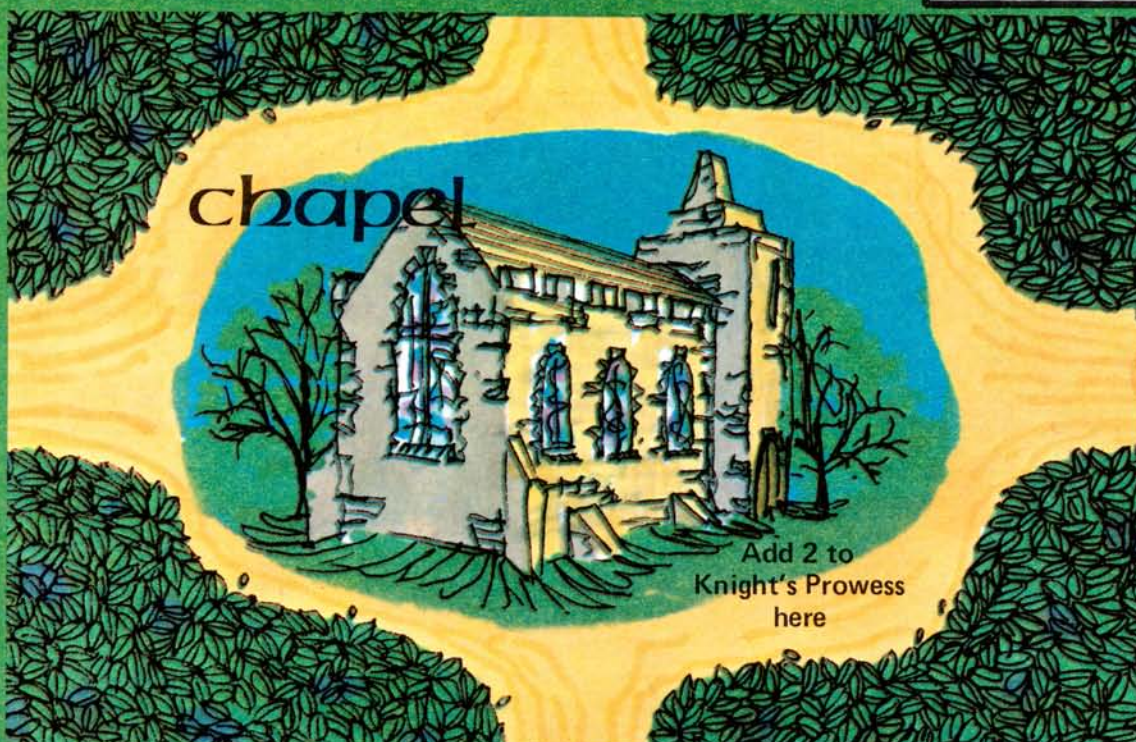


Knight who draws this card must deliver Damsel to Queen before leaving the Wood, then adds 1 to Prowess.

Damsel-rescuer



chapel



Add 2 to
Knight's Prowess
here

The **Mystic Wood** is a fantasy for 2 to 4 players, set in an everchanging forest that lies somewhere between Earth and Heaven.

Each player chooses as his champion a Knight, who sets forth from the Earthly Gate to fulfil a certain Quest. Moving by turns along available paths, the players explore the map. Whenever a Knight discovers a glade, he draws a role card from the small pack. He may find a spell, which will affect all the players, or he may find a denizen: that is, a person or creature who is present in the glade.

On being encountered by a Knight, a denizen may act in one of several ways, depending on its nature and sometimes the throw of a die. For example, the denizen might flee, fight, give a gift, or join the Knight as a companion. Through such encounters, the Knight acquires strength, prowess, and useful things to help him fulfil his Quest.

Players may work against one another or cooperate in many ways. Two Knights occupying the same area may joust with one another or join against a common enemy.

The game is largely inspired by two romantic epics of the 16th century: Ariosto's *Orlando Furioso* (Mad Roland) and Spenser's *The Faerie Queen*. The first is set in an imaginary Europe of Charlemagne, the second in the realm of Queen Gloriana, and both poems concern the adventures of various Knights in search of love and glory.

The heroes and heroines wander through a sketchily-defined landscape punctuated by occasional palaces and cities and peopled with a host of minor characters: wizards, crones, clerics, distressed maidens, robbers, royalty, rustics, and fierce "paynims" slightly resembling Saracens. The always interesting encounters of the Knights with these characters and with one another form a succession of episodes which can be re-created in the game.

Mystic Wood is available for \$11.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas orders). Maryland residents please add 5% state sales tax.

Dear Mr. Martin:

Volume 19, No. 4 is the worst issue of The GENERAL in recent memory. Of twelve articles, only four dealt with wargames. I can understand the hawking of CIVILIZATION, but the piece on OH-WAH-REE is a tad misplaced. After all, the GENERAL is primarily a wargamer's magazine.

This is not to say that Vol. 19, No. 4 was totally without merit. There were some amusing moments. The "explaining away" of the poor ratings for CIVILIZATION was one such moment. It seems that wargamers (thick-headed fellows, those) didn't approve of the elegantly simple combat system. Nor did they appreciate the mapboard or components—an unjustified malaise to say the least. You know, I think most of us find it rather difficult enough to be competent generals, let alone the ethos of a race.

Perhaps, you're asking too much of us.

Mark Gaillard
Lowell, Michigan

You're right—perhaps I am. Some few of the readership do seem to have a rather narrow definition of what constitutes a "wargame". To me, it is any game of strategy which uses armed conflict as the medium. Therefore, GLADIATOR is as much a legitimate subject for the pages of this periodical as SQUAD LEADER, CIVILIZATION as relevant as THIRD REICH, WIZARDS QUEST as intriguing as TRIREME. Perhaps I am asking too much. Or... perhaps you're asking too little?

★★★★★

Dear Sirs:

Let me congratulate you on producing a very fine edition of the GENERAL in Vol. 19, No. 4. The artwork, the range of topics covered and the quality of the articles was superb. Moreover, there are two qualities that distinguish this issue that I hope will continue in future issues. First, the issue has good THEMATIC COHESION. The cover articles dealt with CIVILIZATION, and five of the following articles dealt with games of the ancient period as well: "Ramses II", "Peloponnesian War", "Oh-Wah-REE", "Colosseum Campaign" and "Second Edition CIRCUS MAXIMUS". I think that the first two-thirds of every issue should contain articles with some connecting theme. Of course, I realize that you can only do that if you have a plentiful stock of publishable material. Most of the AH staff is busy designing new games—too many new games in my opinion. I am sure that you have immense trouble diverting the staffers to write articles for The GENERAL and so must rely on we outside folks. I sincerely hope that you can find our material of a quality to bring more thematic issues our way.

The second feature that I like about this issue is that the articles on OH-WAH-REE and WIZARDS QUEST demonstrate a long-overdue willingness to deal with AH games that are not true "wargames" in the pages of The GENERAL. Avalon Hill publishes numerous fine games of strategy in this nebulous category: SOURCE OF THE NILE, MAGIC REALM, DOWN WITH THE KING, ACQUIRE, DIPLOMACY, and many others. They aren't sports games, and they aren't wargames—so there hasn't been a forum in Avalon Hill for these intriguing and classic games. I think the classical wargamers have dominated the industry too long. Avalon Hill has always published great non-wargames for adults not taken by mundane bloodshed. Now, at last we see a few of them treated in the pages of The GENERAL. It is about time; please devote space to them in the future.

In short, I want to compliment your entire staff on this issue. I sincerely hope it is a taste of the future.

Michael Anchors
Durham, North Carolina

In case the readership had not noticed by this point, I have a thematic approach to selection of material to include in these pages. Since assuming the helm of The GENERAL, I have attempted to provide a thread of continuity by devoting the majority of space in each issue to a specific topic—which at times may escape the notice of the readers. In Vol. 18, No. 6, it was the Pacific Theater in WW2; in Vol. 19, No. 1 and Vol. 19, No. 2, the European Theater, West. Our GUNSLINGER issue included a number of articles involving the American experience of war. And, of course, Vol. 19, No. 4 considered the ancient arts of strategy; while in the last issue, concentration was on the Napoleonic Wars.

This is by no means a rigid system; well-written articles on other fine games will certainly appear. Hopefully, these articles will include

Letters to the Editor ...

many of our lesser-known classics. It is my fervent hope that these pages be a forum for fine articles on all games of strategy produced by Avalon Hill. Realizing that the majority of our readership may not be as broad-minded as I in terms of their gaming preferences, the editors will insure that articles on non-war titles which appear in these pages will be exceptional. But... such will certainly come the way of the readers at infrequent intervals. And, who knows; you may even glean a jewel from them for your trouble.

★★★★★

To the Editor:

I would like to make a few comments about your new RBG survey. I agree that if there is to be a rating chart (and why not?), a new one is certainly needed. There is no way a game rated at the beginning of the survey can be compared to the most recent releases. And, a different sampling population existed at the time the survey was instituted than does now. Therefore, it makes perfect sense to rerate all the games at once by the same group of people.

However, I feel there is room for more guidance and direction as to how to rate these games than you provided. Three problems spring to mind. Firstly, to rate these games, they must be compared to other games. Are these other titles to be exclusively Avalon Hill's—or the products of the entire industry? I, personally, rated them by the latter consideration such that my scores were, in general, higher than if I had rated the games against the other AH releases. This indicates the general quality of your line.

Secondly, when I started in the gaming hobby in 1961 with CHANCELLORSVILLE, I felt that games such as that and TACTICS II were quite an innovation and deserved high accolades. Now, in 1983, I am asked to rate games that, in their time, were just as good as the best of recent games. If I am to rate them on an absolute basis, their scores have to be worse than if they are rated on a relative basis.

Thirdly, I find it difficult to rate components of games (particularly mapboards) of games that take place in a different medium (i.e. land games versus sea or air games). For example, I find it extremely hard to rate a sea mapboard a "1" on aesthetic value when all it can depict is water; but on the other hand, I don't want to downgrade it. Perhaps it would be of value to add direction on the rating of mapboards such as, "Rate the mapboard as to Aesthetic Value plus Functional Value considering the medium it is intended to portray". With this in mind, I can rate the map for SUBMARINE high since it portrays the ocean nicely and can likewise rate the W&P mapboard high since it is a very functional map of the sea and land areas necessary to play the scenarios—whereas the TOBRUK mapboard (which looks rather like a squashed pumpkin pie rather than desert) can draw my wrath.

Michael Metcalf
Urbana, Illinois

Mr. Metcalf's letter is typical of the many insightful and intriguing comments our fledgling RBG survey brought. To take his points in order: In regard to the first, it seems irrelevant as to whether the games are rated against other AH titles or the products of the hobby industry as a whole. No respondent can divorce himself from the impressions that other titles have left. It would be unfair to assume otherwise. The best that can be hoped is that the readership rated each with an open mind based on his personal experience with the titles—both AH and non-AH—he has often played. Inevitably, there will be many who have little experience with non-AH titles. It would be unfair to ask them to rush out and quickly familiarize themselves with a broad sampling of other games merely to rate ours.

By the same token, I cannot assume that the readership could possibly rate any game other than on an absolute basis. I, for one, cannot even recall my impressions of the first games—although they must have been favorable to keep me in the hobby. Too, there is another consideration that needs to be voiced. The responses to this survey may well determine to no small degree future development of these titles. Should the survey indicate it—perhaps the rules need be rewritten and issued in another edition. The ratings for titles could just as easily sound the death-knell for a title, the expense of bringing it up

to par be adjudged not worth the effort. For these, and other like considerations, a public judgment by the readership demands that all titles be rated given the current state-of-the-art in game design.

As to your last point, I can only wish I had stated it so succinctly. Henceforth, all readers can take Mr. Metcalf's wording as axiomatic when rating mapboards.

★★★★★

Dear Mr. Martin:

Your revision of the RBG chart in The GENERAL is indeed long overdue! The proposed format represents a real improvement over the old one, but there are still two categories you did not mention that I feel need to be added to the chart—or at least included in the initial rating comments box—namely, Suitability for PBM and Suitability for Solitaire.

Don Eisan pointed out very eloquently in his letter in Vol. 19, No. 4 that as we get older we find other demands increasingly eating into the time we used to have for games. Work, family and community obligations can't always be scheduled neatly around an evening, afternoon, day or perhaps entire weekend of "war with pieces". For many of us, hobby time has dwindled to that rare moment when we suddenly find that the laundry is done, the club committee meeting has been cancelled, it's raining too hard to work in the garden, and cleaning the basement can wait for another week. The only remaining obstacle is locating an opponent who is experiencing the same windfall of time and who lives within a reasonable distance. By the time this miracle has come to pass, a lot of our precious time has also passed. Backgammon, anyone?

There are, however, ways to fully use these unexpected moments of relaxation. One can work out a PBM move, or write a DIP letter, or muse over an exciting—yes, exciting!—solitaire game of SL or W&P or some other game that lends itself to this sort of mental exercise.

For myself, and I think for many others as well, participation in any game taking more than an hour to complete is pretty much limited to PBM and/or solitaire. No lectures, please, on how the essence of your games is the competition between players, each bringing a unique viewpoint to the problems of the game at hand. Yes, I get that from PBM, but not every game can be played in that manner. (As a matter of fact, right now family pressures have so drastically reduced my free time that I've had to even resign from all of my PBM wargames.) You must realize that FTF is not realistic for everyone. Take a look at some of the towns represented in the ads for PBM players on the back cover—where would these poor souls find someone else to play against? Anyway, I suspect that no one's motives for playing a game are exactly like anyone else's. Mine do not generally include the "thrill of victory" or any driving need to compete. More usually, I like to play just to see what's going to happen next if I do such-and-such. (ask the folks who are in postal DIP games with me!)

Add the problem of limited funds to that of limited time, and then imagine someone like me standing in front of the AH game display. I can't afford to buy a game which might be totally unsuited for the methods of play that bring me the most enjoyment. After carefully scrutinizing the box, I still can't tell if JR or CIV or whatever will satisfy my requirements. I shrug my shoulders and pass on to the book store instead.

It is a truism that if you demonstrate to more people that they will be satisfied with your product (i.e., broaden your audience), you will sell more of it. It seems only logical to me that if PBM/solitaire ratings were available, folks interested in that sort of thing would be more inclined to spend their money on AH games. In Fire & Movement (No. 25), there was an article on solo gaming by Terry Baney in which it was stated that perhaps 50% of wargamers play solitaire. Solo playability may not be the only criterion by which such players choose games, but surely it does influence them to some extent. Why not make it work for you?

R.E. Glaspey
Traverse City, Michigan

In all truth, I had debated including both of these categories. However, further thought brought me to delete them from the survey. In

regard to the "Suitability for PBM", it would seem to me that, if Avalon Hill has issued pbm components (i.e., the various pbm kits available), this is sufficient indication that the game may be readily suitable for by-mail enjoyment. This is not to imply that any game may not be adapted to pbm; witness the lead article of this issue or the many fine 'zines that regularly run pbm games for heretofore unplayed AH games. But the fact remains that the percentage of hobbyists that avail themselves of these is minimal when compared to the numbers that play the traditional pbm titles. To my mind, a brief glance at Avalon Hill's listing of pbm kits is sufficient to indicate "Suitability for PBM".

With respect to "Suitability for Solitaire", I've made my feelings known toward such in past issues of the AH Philosophy. Notwithstanding, I realize that many "gamers" do play AH titles in "splendid isolation". However, every Avalon Hill game is designed as a GAME (as distinct in my mind from a PUZZLE) and is meant to be played competitively between two or more thinking individuals (with all the connotations you may care to apply). To apply any rating for "Suitability for Solitaire" to a game not designed for such is akin to rating an automobile for its "suitability as habitation" in periodicals devoted to the internal combustion engine—certainly it may be used as such, but that was neither the motivation nor intention of its designers. Realizing that there are many who, for various reasons, find it difficult to find opponents, there is now an effort to create true games designed with solitaire play in mind. Bruce Shelley is currently putting the finishing touches on B-17, QUEEN OF THE SKIES—a solitaire re-creation of a bomber mission over Europe in November 1942. This game (to be released at ORIGINS '83) and others of similar nature are the only ones that can legitimately claim to be "suitable for solitaire".

★★★★★

Dear Sirs:

We represent the Youth's Centre of Games and Intellectual Amusements in Warsaw. This is a loose federation of clubs converging people interested in various types of games—particularly strategic ones. We encompass such clubs as *Wirtuti Militari* (WWII operations, campaigns and battles of Polish soldiers) and *Poniatowski* (Napoleonic Polish interests).

To enlarge activities of these clubs, we intend to introduce a new form of playing the strategic games with the aim of bringing the players closer to the historical background of the games they play so eagerly. Namely, we want to organize meetings where relevant games would be played at places of their original setting with people who took part in those battles, with historians and military specialists, and the gamers too, all participating.

As the first such, we propose a meeting "Polish Campaign 1939". It will be held 01.09.83 and last until 12.09.83. Forty-five (45) Polish participants and about six foreign persons will take part. We would like to invite the six foreign persons through the mediation of your magazine. For those foreign persons we will provide full accommodations during their stay in Poland.

The first game of the meeting will be played at 01.09.83—the 44th anniversary of the outbreak of WWII—in Gdansk, where the war exactly began. Then, on 06.09.83 in the area of the River Bzura where one of the greatest campaigns of the Polish Campaign of 1939 was fought, the participants of the meeting will play more games. The third one, our design called "Defense of Warsaw", will be played in Warsaw on 12.09.83. Moreover, we will organize excursions to battlefields, war museums, projections of war documentaries, discussions, lectures, etc. on the 1939 Polish war.

Please let us know if you are interested in our proposition of organizing a selection of about six people (including representatives of your magazine) to take part in our meeting. If so, please have them write and we can send more detailed information and then invitations.

Tad. Urbanowicz
Warsaw, Poland

Indeed, I have responded to Mr. Urbanowicz requesting more information. The above letter represents the scope, and hope, of our hobby. For those individuals among the readership who might wish more complete and rapid information, I urge you to write to Mr. Urbanowicz direct at the following address—

Tad. Urbanowicz, Manager of the Centre GROTEKA
Młodzieżowe Centrum Gier i Rozrywek ZSMP
00-375 Warszawa, Al. Jerozolimskie 2

THIRD REICH

14.23 In an attack where the attacker is attacking two or more adjacent hexes, can all attached hexes be treated as breakthrough hexes as long as 15.3 is adhered to?

A. Yes; however this cannot be stretched to include an attack on an occupied hex and an undefended hex (14.4).

14.4 May more than the one required attacking armor unit be moved into the non-contested hex to form the Breakthrough hex?

A. Yes.

16.75 & 29.61 These rules seem contradictory. Does the US require Sea Escort to give BRPs to Britain?

A. No. Insert "other" between "any" and "ally" in 16.75. Note: in the rare game in which France is unconquered when the US enters, rule 16.71 would apply to SRs to Britain and France combined. Rules 16.74 and 16.75 would apply equally to France. French fleets could be additional Murmansk escort fleets (16.8).

18.31 In order for units "of a defending major power's active minor ally or of a minor in which the defending major power has intervened" to be taken as attrition losses to satisfy the major's losses and vice versa, isn't it necessary that at least one ground unit of the country taking such losses be in contact with an enemy ground unit on the attritioned front?

A. Yes.

THE QUESTION BOX

24.2 Does the island of Saare (F39) become friendly to the present controller of the Baltic States?

A. Yes, to whomever first controls the Baltic States. Thereafter, normal hex control rules apply (7.1).

25.21 If Russia has troops in Bessarabia but not in Rumania at the end of its turn, can Germany garrison Rumania?

A. Yes.

26.92 Does "combined Axis strength" include naval factors?

A. No.

26.921 If Russia surrenders, which side assumes control of partisan occupied objective hexes which were previously controlled by the Axis?

A. Axis.

27.26 & 37.3 Can units in excess of Egyptian port restrictions be supplied by fleet from England around the Cape, as in SR to Suez?

A. No.

28.12 Could Britain initially place airbase counters in France if Britain never had any other units in France?

A. Yes; but only with French concurrence.

28.24 Are air units in flight, unable to return to

their base of departure displaced to a new base within 4 or 8 hexes from the old airbase or the target hex?

A. Eight hexes from the old airbase.

28.432 When mixed nationality air forces are involved in air combat, how are losses distributed between nationalities of the same side?

A. Use the 29.572 naval method.

28.452 If the Counterair attack fails, does the attempt by the other air units that were to attack the naval forces count as a mission, even though these air units cannot now attack?

A. Yes.

28.453 Can the attacker elect to destroy one factor each from two fleets rather than two factors from one fleet?

A. No.

28.513 May you allot more air factors than could legally be counted in the combat odds, in anticipation of intercepting aircraft reducing your DAS strength?

A. No.

29.21 & 29.573 Are fleets which, in an attempt to change base during the Movement Phase, are intercepted and defeated forced to return to their original base? Can they perform any other functions during that game turn?

A. Yes (this is an exception to the last sentence of 29.33); they can do anything a fleet can normally do except change base during the Movement Phase.

29.25 & 42.2 Are additional US fleets assigned to protect a Murmansk convoy counted against the overall SR limit of 10 or against the Initial Deployment limit of 6?

A. Both if the fleet has not yet been initially deployed; otherwise only as the SR limit.

29.26 & 29.58 If a naval unit is displaced from its base and then intercepted and defeated so that it has to return to its original base, what happens?

A. It must change base to the next nearest available friendly port on that front—tracing its path from the point of the interception. It is again subject to interception by another, as yet uncommitted, enemy fleet/air. If no such other friendly port is available on the front, the defeated fleet is eliminated.

29.413 If the coastal fortress is also a port with a 9 factor fleet may the attack still be made using shore bombardment?

A. Yes; defending fleets do not prevent shore bombardment.

29.413 Can shore bombardment be used with non-exploiting units attacking across a Crossing Arrow?

A. No.

29.422 & 29.573 Are units being Sea Transported returned to the port of embarkation or the fleet's base (assuming the two are different) if the mission is intercepted and defeated?

A. The fleet's base.

29.424 & 29.573 May units being Sea Transported which are intercepted, defeated, and returned to port still able to move and/or perform combat?

A. Yes; even though the Sea Transport mission has been aborted it still counts as a mission and therefore its units still have the same capabilities even though they disembarked at a different port.

29.432 If an airborne drop drives a fleet out, thus permitting an invasion, on an otherwise undefended beach, may a bridgehead counter still be placed?

A. No—the invasion hex would be controlled by the attacker prior to the actual invasion.

29.54 Can different fleets in the same hex, but different ports, intercept different enemy missions?

A. Yes. Note that fleets in a hex with more than one port must declare which port they are in as soon as they enter it. Also note that fleets in separate ports within the same hex attempting to intercept the same mission must roll twice for interception—once for each port.

29.57 If a naval and air interception of a naval mission occurs in the same hex, which attack is resolved first?

A. The interceptor's choice.

29.57 Have air/naval interceptors, whose intended naval target was destroyed or forced to abort due to previous interception attacks, performed a mission?

A. Yes.

29.57 May fleets which fail their Interception die roll be intercepted by a eligible enemy air or naval unit?

A. No.

31.1 Can an airborne unit take off from a city hex instead of an airbase counter?

A. Yes.

32.12 Could Italian partisans be created if Italy was conquered rather than having surrendered?

A. Yes.

32.3 If all units involved in a Crossing Arrow attack are partisan, then would a partisan on defender's side of Crossing Arrow untriple the defender?

A. Yes.

33.41 #7 Are Axis fleets in Kiel considered as being in the Eastern Front for the purpose of determining a combat factor advantage on the Eastern Front?

A. No.

33.41 #7 May the German player activate Turkey with variant #7 if Germany lacks a full 35 BRPs for a DoW?

A. No—Germany cannot use Turkey's 30 BRPs to pay for the Turkish DoW. See Sequence of Play—II.D.1. & 2.

33.5 What happens on a modified dice roll of 1?

A. Treat it as a 2!

36.23 Other than during transfer (when being lent or reclaimed), are SRing lent Italian forces counted against German, or Italian, or either's SR limits?

A. German.

37.3 & 41.3 Do allied units based in Malta count against Egyptian supply limitations?

A. Yes.

42.41 May lent Italian forces be placed in the Murmansk box?

A. No.

READER BUYER'S GUIDE

The editors had hoped to report the results of the re-rating of the RBG (Vol. 19, No. 4) in this issue. However, at the time that this is being written, survey sheets continue to flow into our offices at the rate of a dozen a day. Too, with over 500 thus far, assimilation of the numbers simply has yet to be completed. The response to the re-rating of the RBG has been, to put it in proper perspective, overwhelming. Even a cursory review of the responses, though, brings not a few items of interest to the eye. These will be reported in detail when the final computations are made.

As may be remembered from AH Philosophy 94, to make the RBG a truly effective comparative tool, a minimum of fifty response to each title was imposed for its inclusion in the continuing chart. Only a few titles have yet to attain this requirement. The list of these is certainly significant in determining reader/buyer preferences—both in terms of

future development and in terms of content of this periodical. Those titles which have not yet attained the minimum fifty response include: *FURY IN THE WEST*, *LITTLE ROUND TOP*, *THE LONGEST DAY*, and *TRIEMME*. For those which have garnered the most responses, one need not look far—simply glance over the top twenty listed in the column "So That's What You've Been Playing . . ."

The readership will note that the insert of this issue contains the rating chart for the Adventure Game category. It is urged that all familiar with these games respond. Hopefully, this chart too will come to reflect the readership's collective taste and serve as a guide for those of us on the "Hill".



EASTCON 83

JUNE 24, 25, 26

Glassboro State College, Glassboro, NJ

The two East Coast major gaming organizations responsible for sponsorship of five of the six ORIGINS conventions held on the East Coast to date, as well as GEN CON EAST 81 and numerous PENN CON have combined forces to sponsor this year's big East Coast regional gaming convention. Participation by TSR, AH, and GDW as well as many other leading companies in the Adventure Game Industry should once again ensure a fine weekend of gaming for one and all with a full slate of gaming activities planned. On campus lodging and food services are available. For a Pre-Registration form and more information send a SASE to: EASTCON, P.O. Box 139, Middletown, NJ 07748.

The overwhelming response to the re-rating of the RBG brought, in its wake, a large sampling for our evaluation of Vol. 19, No. 4. Our curious mix of articles and artwork piqued the fancy (or ire) of many readers, bringing these editors a great deal of controversy—and the best overall rating (3.04) since Vol. 18, No. 5. The ratings for the individual articles, based on random selection of 200 responses:

RUSSIAN CAMPAIGN	266
LET'S GET CIVILIZED	202
SQUAD LEADER CLINIC	193
RAMSES II	118
OH-WAH-REE	102
PELOPONNESIAN WAR	93
WARS OF MARNON	57
COLOSSEUM CAMPAIGN	48
THE COMPLEAT DIPLOMAT	35
AH PHILOSOPHY	33
EXPANDING TRADE	30
DESIGN ANALYSIS	17
CIRCUS MAXIMUS II	6

It is said that "a rolling stone gathers no moss". Neither do, it seems, old friends and talented designers. Alan Moon has rolled on to Parker Brothers. This means, of course, that release of *RENAISSANCE* will be delayed until a final draft of the rules can be completed; it will not be released at ORIGINS '83. Nevertheless, we wish Alan well in all things.

The results of the 1st Atlanta *SQUAD LEADER* Open, first in what may become an annual institution for the hundreds of expert players, are finalized. The names of the five top place finishers are easily recognizable to aficionados of the game: 1st place—Robert Munsell, 2nd—Richard Kindel, 3rd—Bill Thomson, 4th—Tim Deane, 5th—Allen Womack. To them we offer our congratulations. Already they, and many others, are awaiting the 2nd Atlanta *SL* Open, or are planning a similar event for their region. Could it be that there will soon be a "tour" for those skilled players of the most popular tactical game ever devised, culminating in a "Masters"?

Mike's Mag, an amateur publication devoted to long-running pbm versions of popular AH games. A recent issue listed openings for *GUNSLINGER*, *RAIL BARON*, *WS&IM*, *KINGMAKER*, *MACHIAVELLI* and AH's most recent release, the updated *CONQUISTADOR*. For a copy, or information on games being played, contact Mr. Michael T. Scott, 1726 Cypress Circle, La Verne, CA 91750.

From "Down Under" comes a fine 'zine, *Austral View*, an obvious labor of love by Richard Williams (45 Barcelona Road, Noarlunga Downs, South Australia 5158). Given to reviews and pbm games, this magazine offers openings for gamemastered play of *MACHIAVELLI*, *ORIGINS OF WW2*, *CIRCUS MAXIMUS*, *DUNE*, *CIVILIZATION*, *WIZARD'S QUEST*, *ACQUIRE* and *SPEED CIRCUIT*—a rather mixed "bag" and sure to offer something to any Australian gamer. Those such interested in any of these games are urged to contact Mr. Williams.

The Citadel is once again chartering a bus for ORIGINS '83 in July on a share-cost basis. The bus will depart from New London on Thursday morning and travel to Detroit by way of U.S. Routes 84 and 80. It will arrive at the hotel on Thursday evening. Hotel arrangements have been confirmed for all

Infiltrator's Report

riders. Any organization wishing to arrange a pick-up point along the route should contact The Citadel. Any individual wishing to reserve a seat must send a SASE to or call The Citadel, New London Shopping Center, New London, CT 06320, (203) 444-7669.

Publication of *The Black and Blue Book*, a listing of some 200 *DIPLOMACY* players, publishers, services and organizations for Californians, is announced by Larry Peery. A product of the California Diplomacy Registry and Directory Service, this forty-page issue contains background information on the California game scene, articles on play, gossip and future events related to *DIPLOMACY*. A subscription to the California Diplomacy Registry, which includes the latest edition of the *BBB*, up-dating supplements, newsletter mailings and registry is \$6.00 annually for residents of California. Individual copies of the *BBB* are available to others for \$3.00. Send checks or money orders to the Institute for Diplomatic Studies, P.O. Box 8416, San Diego, CA 92102.

Still another 'zine, one with a decided conservative tone, is *The Modern Patriot*. Primarily given over to news of the wargaming hobby in the United States, it is a labor of love by a few dedicated gamers in Rochester, New York. Recently, it has merged with "Hoof & Mouth", a *DIPLOMACY* 'zine based in Rochester and mentioned before in these pages. For more information or a sample issue, contact William S. Highfield, 2012 Ridge Road East, Rochester NY 14622.

As expected, the AREA Postal Championships Report was obsolete even before it was printed. The latest results at presstime had changed things as follows.

In *AFRIKA KORPS* Frank Preissle has strengthened his lead in Heat 1 with a 2-0 record over Dale Garbutt at 1-1. In Heat 1 of *STALINGARD* David Kopp has been brought back into the pack with a loss to drop him to 2-1. Russell Haines record in Heat 5 was incorrectly reported as 3-0; he actually is 2-0.

The final round of *PANZERBLITZ* is now completely underway as Richard Leach emerged victorious in Heat 1 by virtue of rating tie-breakers with his 3-1 opponents Dan Munsell and Robert Rowley. He now joins Bruce Remsburg and John Sunde in the final round. In Heat 3 of *RUSSIAN CAMPAIGN*, Pat Flory has overcome Craig Clemens initial lead by beating him in head-to-head competition to raise his record to 2-0 against Clemens 2-1. Ed. Mineman has won Heat 2 with a 4-0 record and is the first to qualify for the *TRC* finals. In *WATERLOO* Kevin McCarthy has handed top seed Joseph Beard his first loss to take the lead in Heat 1 at 2-0 over Beard at 2-1. In *BATTLE OF THE BULGE* Jeff Power has emerged as the clear leader in Heat 2 with a 3-0 record over Tom Oleson at 1-0. In *ANZIO* David Downing has won Heat 1 with a 4-0 record and now awaits the winner of the Tom Oleson-Paul Fletcher battle in Heat 2.

Gregory Smith of Wilton, NH, became the first entrant to win his Heat in the *STALINGRAD* AREA Postal Championship tournament with wins over Joseph Beard, William Brumfield, John Rogers and Rick Demovic. Smith, who won two games with each side, must now await the final determination of other winners before starting the second, and final, round.

From England too comes *Despatch*, the European Newsletter of AHKS, a periodical of professional quality devoted to reviews and articles of strategy (the recent issue Number 60 carried fascinating pieces on *FLAT TOP* and *GUNS OF AUGUST*) as well as topical news of the European chapter of wargaming's proudest players' organization. Of particular interest to this reader was the listing of pbm requests by European gamers; the most numerous, *THE RUSSIAN CAMPAIGN*, closely followed by *SL* and *AZ!* Serious wargamers in Western Europe on the prowl for superior competition would do well to contact Mr. Dave Steed (6 Blacksmith Common, Chalton, Beds. LU4 9UN) to learn more about this honorable society.

It appears that computer gaming is truly here to stay. The Microcomputer Division of Avalon Hill has brought forth the first issues of *MICROCOMPUTER GAMES*, a periodical devoted to play and progress of the many fine computer games. To keep abreast of the developments, logic and logistics of this fascinating field, this is THE magazine for the serious player and programmer. The editors of Avalon Hill welcome Phyllis Suddeth to their ranks as Managing Editor of *MICROCOMPUTER GAMES*, a beautiful lady well versed in the ways of this branch of our hobby. A mere \$4.00 brings a year's worth; a two-year subscription costs \$7.50. A sample issue may be had for \$1.25 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

Most of the entrants in Contest #110 fell into the usual trap in classic strategy games—that of playing for immediate results without consideration for the long-term effects of their action. Of the more than two hundred entries, only twenty-nine indicated Pit A6 as the most logical play. From these, the following ten were randomly selected as winners: Matt Brown, Wilton, IA; Joe Castiglia, West Seneca, NY; James Crawley, Bonnyville, Alberta; Denis Hines, Kenner, LA; Glenn LaVigne, Albuquerque, NM; Tim Moore, Westboro, MA; Ronald Papandrea, Warren, MI; Brian Pearson, St. Joseph, MO; Duane Tenney, Herndon, IA; and Al Villanueva, Eugene, OR.

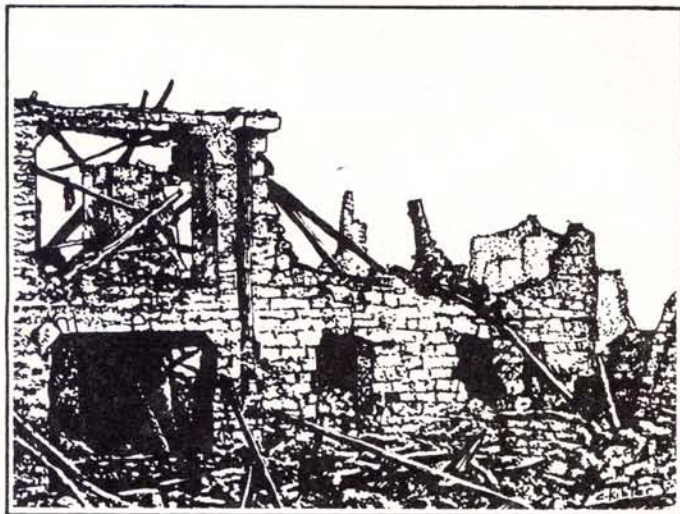
As with all our contests, there is more to Contest #111 than meets the eye. In the opinion of Kevin Zucker and his playtesters, in the Dresden Scenario, the French must face realities and accept the defensive role. Less agreement was reached on the territorial imperatives for such a defensive strategy. However, these must generally be aimed at holding the line of the Elbe between Dresden and Magdeburg and preventing the Allied Army from debouching over the Erz Gebirge. To accomplish this, there are certain key positions to control:

1. Dresden
2. Leipzig
3. Luckau
4. Bunzlau
- and 5. Bautzen.

The defense of Dresden, as anyone who has perused Mr. McHenry's fine analysis of the scenarios in the last issue is aware, is imperative. The other towns here listed are ranked as defensive positions in the above manner. For the purposes of judging this contest, each answer is given the numerical rating above and these are then totaled (for example, if Dresden, Leipzig and Bunzlau were the submitted answer, a score of "7" results). The winners are those ten with the lowest score.

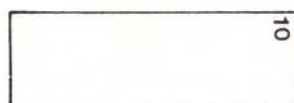
Scenario N

FAUGH A' BALLAGH



SINAGOGA ITALY, May 16, 1944: The approach to Monte Cassino was agonizingly slow. The commanding heights gave the Germans superb observation and fire positions. In the valleys, small rearguard groups ensured that each hamlet had its bloodprice. For the Allies, the very narrowness of the battlefield ensured the maximum support for each assault. The Irish Brigade's attack on Sinagoga was preceded by a full divisional bombardment. In the thunder of the barrage, many of the small stone houses of the picturesque village were quickly destroyed. Sinagoga's defenders were not.

Board Configuration



VICTORY CONDITIONS

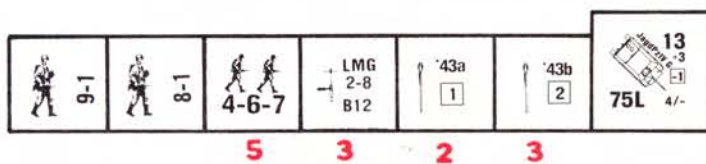
To win, the Irish must *either* establish a favorable 3:1 ratio of unbroken full squads on the board at game's end *or* solely occupy any five of the seven buildings that contain stairways. The German player wins by avoiding the Irish victory conditions.

TURN RECORD CHART

⊕ German sets up first.	1	2	3	4	5	6	7	8	END
⊙ British moves first.									



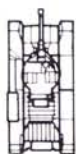
Elements of the 305th Infantry Division set up between Hex Rows U and EE, inclusive:



5 3 2 3



Elements of the Irish Brigade of the 78th Infantry Division with elements of the 16/5th Lancers attached enter on southern hexes B10 through O10 inclusive:



10 2 3

SPECIAL RULES

- N.1 Rules for Boresighting, Equipment Possession, Smoke Grenades, Unit Integrity, and Sniper Generation are not in effect.
- N.2 All buildings are level one and of stone construction.
- N.3 Wheatfields are as depicted and all relevant rules are in effect.
- N.4 Prior to initial placement of German units, the Allied player must roll two dice for every building hex on Hex Rows Q through EE, inclusive. A result of seven or less reduces the building to rubble.
- N.5 Place on each hexside joining two nonadjacent rubble hexes a roadblock (e.g., if only X6 and W8 were rubble then hexside W7/X7 has a roadblock; if hexes BB1, BB2, BB3, AA4, AA5 and BB5 were rubble,

AA3/BB3 and AA4/BB4 and AA5/BB4 each have a roadblock; if only BB1 and DD2 were rubble then there is no roadblock). This special rubble rule is invoked due to the amount of stone in each building and its tendency to bunch up in the narrow streets.

AFTERMATH Soon after the barrage lifted, the "Faughs" (so-called for their battlecry "Faugh a' Ballagh") stormed the shattered village. The bombardment had knocked out all the mines and fixed antitank weapons but had left the German troops and armor unaffected. Their fire, and the piles of rubble, so slowed the Irish assault that it was more the orderly German retirement rather than the Allied advance which left Sinagoga in Irish hands.



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